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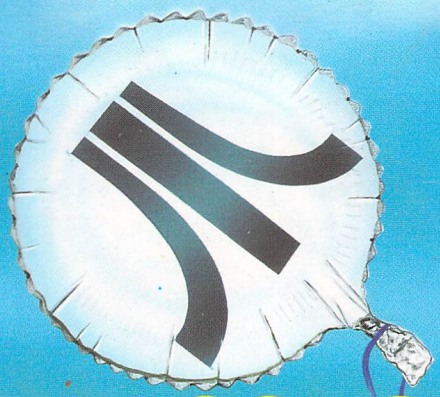
ISSUE 18 ■ JANUARY 1991 ■ £3.95

# ST FORMAT

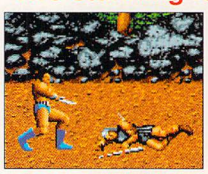


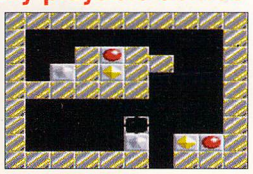
# REASONS TO BE CHEERFUL

- How Atari's frantic activity is set to transform your ST
- 50 best games of the year, 35 reviews, 43 essential tips
- Interphase: complete game on disk – full guide inside

ST FORMAT COVER DISK 18

Two stunning fully playable demos





**GOLDEN AXE** Virgin's belting bash-'em-up

**PUZZNIC** Ocean's manic mindbender

A

**PERSONAL FINANCE MANAGER+** fully useable demo – guide inside; *plus* Dot-2-Dot – complete educational program ● document reader ● Art Gallery accessory ● startup customiser

B

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## Interphase

- We gave it 93%...
- ... And now we give it to you!
- Manual, cheats: page 49, 133

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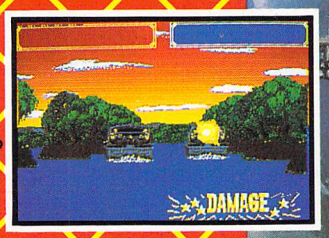


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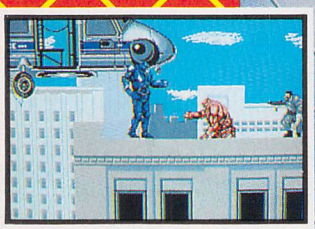
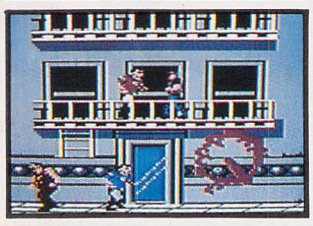


Amiga version



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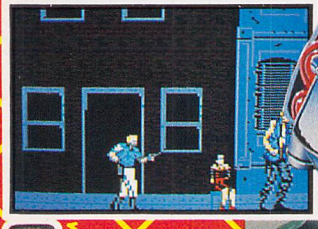

Atari ST version

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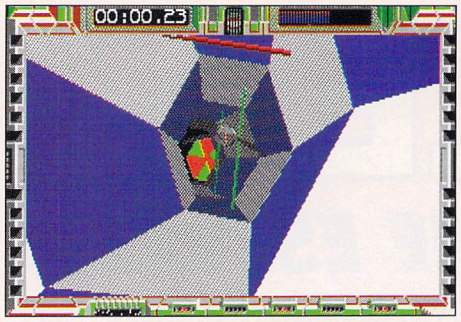


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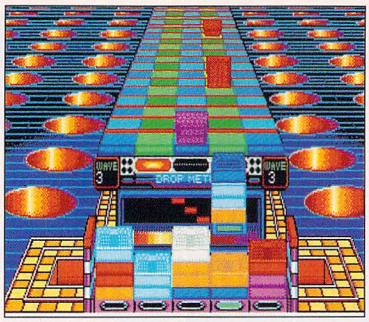


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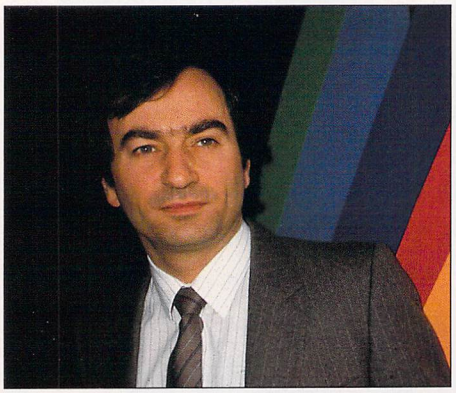

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# Reasons to be cheerful

*Suddenly Atari get busy, launching a brand new machine (News, page 9) and preparing for what they insist will be a monster year (see special report, page 29). And we're pretty busy too, naming the year's 50 best games (page 34) and bringing you one of the best games of recent times (see Cover Disk, pages 41-46 and page 133). Enjoy!*

ST FORMAT

ABC January – June 1990 50,246

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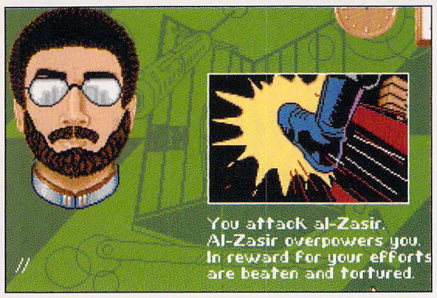


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## COVER DISK p41

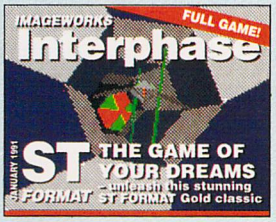
**Welcome to the first ST magazine in the history of the world to bring you over 1,000K of ST software, *plus* a complete game. It's all yours!**

### Golden Axe *plus* Puzznic p41

Not one average unplayable demo (ha!), but two fully playable absolute Christmas crackers. *Warning:* lethally addictive! ■ *Plus* a fully useable demo version of *Personal Finance Manager Plus* (see page 214) and much – very much – more...

### Interphase p49

**We gave it 93%: now we give you this *ST FORMAT* Gold classic!**




In any list of ST classic games, the Imageworks epic *Interphase* is invariably up there among the all-time greats. Don't go paying £29.99, or even buying it "cheap" for a tenner less. Because you own it already. Now turn to page 49...

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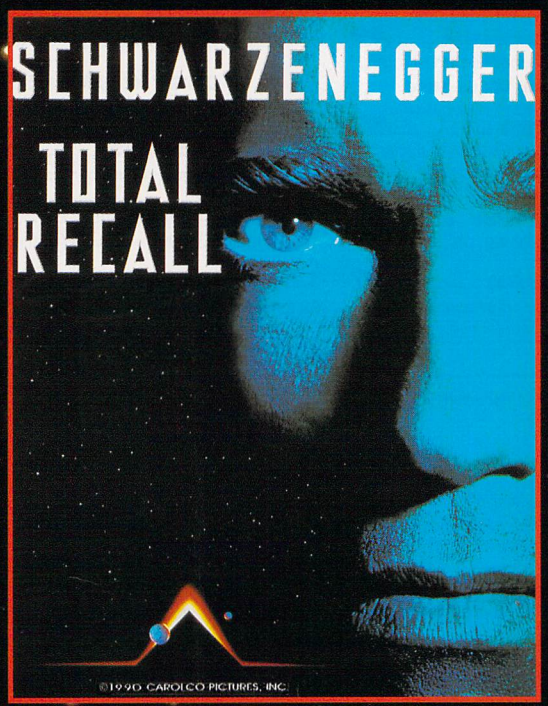
# POWER



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you have been
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You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality.

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the horror as your dreams
turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

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You
must travel
to Mars to discover
your true identity - your mission
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**CHASE HQ 2 Special Criminal Investigation**
continuing where CHASE HQ left off.
The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of th Sahara.
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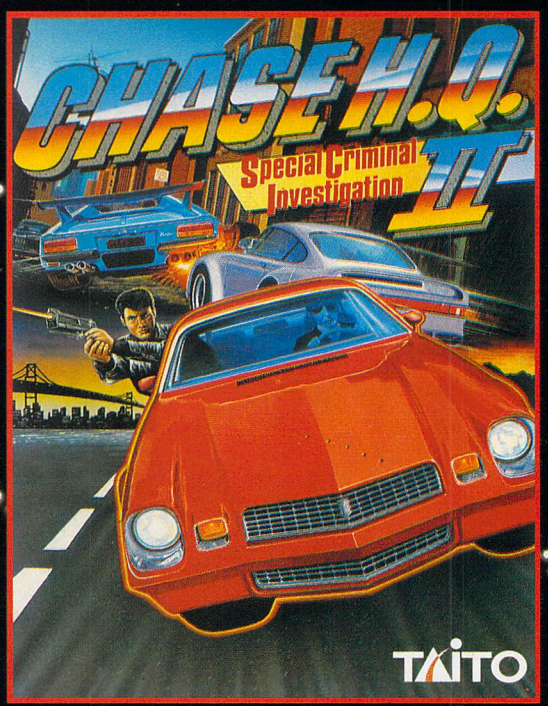


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heavy hardware - but so do you!
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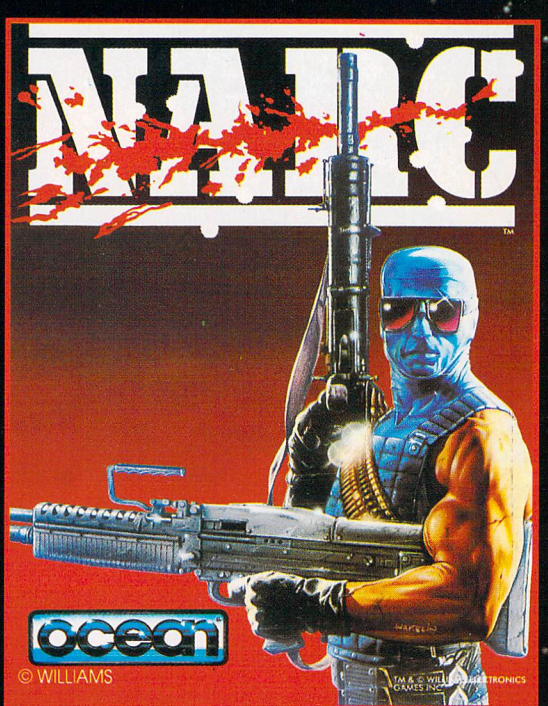
NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing!

Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.




It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's

## MR BIG!

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Complete the various challenge screens and race through the S.T.U.N. Network towards the 'Ultimate Challenge'.

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**Available on: IBM PC 3.5" & 5.25", Atari ST, Amiga, Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128**

Programmed by: The Kremlin

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IBM PC (EGA) Screenshots

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*The Name in Coin-Op Conversions*

DOMARK

# Unveiled: super-fast Mega STE

by Andrew Hutchinson

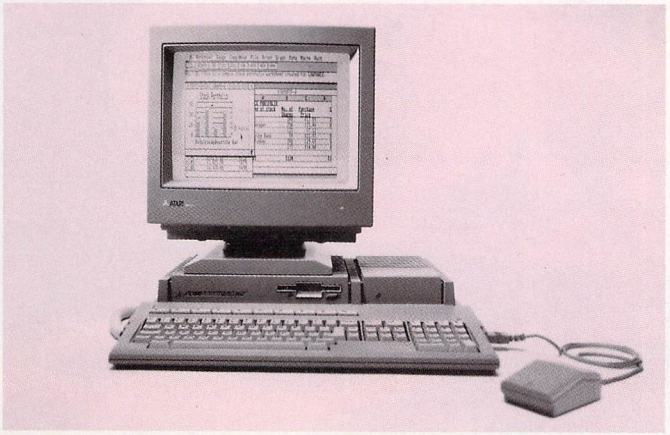
Atari USA have unveiled the latest addition to the ST range of computers.

The Mega STE is a hybrid, combining all the features of the Mega ST with the superb graphics and sound of the STE, but with one surprising addition: it's twice as fast.

The new machine, aimed principally at the business market, has a specification which leaves all comparable machines standing. Atari have also made the decision to bundle it with a series of DTP packages for the American market – including some of the best professional programs ever released for the ST.

An entry level package includes *Fleet Street Publisher 3*, while more expensive options include *Pagestream*, *Calamus* or Atari's own top of the range *DeskSet 2*.

Not surprisingly, Atari have decided to stick with the 68000 chip, the central processor in the existing ST range. But what is astonishing is that the new computers run at 16MHz – twice as fast as the STFM or 1040 STE. The machine can switch between this rate and the usual ST rate of 8MHz, so it's quite capable of being used as a rich person's games machine.



■ **With an absolutely cracking tech-spec, the stunningly fast Mega STE looks set to give Atari a superb start to 1991**

Also included is a new version of TOS, the ST's operating system, apparently owing much to replacement desktops such as *Neodesk* from Gribnif software or *Gemini*, the German Public Domain program.

An entry-level Mega STE comes with 1MByte of RAM which is expandable to 4MBytes by the addition of easy-to-install SIMM cards. A 16K memory cache speeds disk access times by remembering file access routes. All the ports and sockets which have made the ST and STE so popular have been included, along with a VME slot for expansion cards such as Ethernet (a networking card).

In America, Atari are bundling the entry level Mega STE with a high resolution monitor at $1,799.95 (about £930). This compares favourably with the price of a Mega ST1, which costs £599.99 with a high resolution monitor.

■ **In this issue *FORMAT's* Editor Steve Carey challenges Atari UK's boss Bob Gleadow to defend his company's record. Gleadow's response is nothing if not robust – but is it convincing? Turn to page 32 and you can be the judge...**

## ST FORMAT COMMENT

**With the release of the Mega STE, Atari have taken a terrific step forward. The new computer promises to be popular with both the business user and the hardened games player alike. Its specification is more than a match for the PC compatible dinosaurs and the Commodore Amiga range of games machines.**

**All arguments about graphics and sound are no longer relevant, as the new STE has the same graphics and sound as the Commodore Amiga games machine, but at more than twice its clock speed. What's more, software houses (particularly those in the States) are more likely to support the machine because of its business configuration.**

**The ST's massive software base should prove to be one of the new Mega's greatest selling points. With such a wealth of productivity and recreational software already around, can Atari go far wrong?**

**Well, yes and no. Atari America is a far different animal from the British division. The catalogue of mistakes which the company made when releasing the 1040 STE, and its reluctance to admit it screwed up, are bound to make many people think twice about investing in the computer. It would be for the benefit of all of us if they do buy Atari.**

## THE MEGA STE: FULL SPEC

### Internal architecture

**CPU:** Motorola 68000 running at 16MHz
**BUS:** 16-Bit external, 32-Bit internal, 24-bit address
**RAM:** 2MBytes expandable to 4Mbytes
**ROM:** 256K internal, 128K external
Blitter graphics co-processor chip
Built-in 3.5 inch double-sided floppy drive
8-Bit digital stereo sound
4,096 colour palette

### Keyboard

Separate, low profile, QWERTY typewriter keyboard
94 keys including ten function keys and separate numeric keypad
Keyboard processor to reduce CPU overhead

### Operating system

TOS 2.0 with GEM operating environment *(see* News from abroad, *page 25, for full details)*
Automatic boot in ROM
Interface includes new icons, multi-windowing, pull down menus, keyboard short-cuts

### Input/output ports

Printer: parallel interface at 8-Bit
Modem: RS 232C running at between 50 and 19,200 baud
Hard disk drive: DMA port running at 10Mbits/sec
MIDI: In/Out
Mouse and Joystick ports
VME expansion slot
High-speed port for LAN (local area network) applications

### Price

$1,799.95 – about £930 at current exchange rates –including monochrome monitor. UK launch details: to be announced.

**Do you have ST news for us? Call *ST FORMAT* on 0225 442244 and speak to News Editor Andrew Hutchinson – or write to News Desk, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW. (Leads treated in strictest confidence if you wish.)**

NET £25 OF SOFTWARE – FREE! SEE PAGE 201

# Spindizzy WORLDS

Sreen Shots Atari ST







## "IT"LL MAKE YOUR HEAD SPIN"

Spindizzy is back! Hanging in space is a cluster of worlds and for each world a different quest awaits. GERALD (a Geographical Environment Reconnaissance and Land-Mapping Device) is all set to explore the solar system, collecting energy crystals scattered around the scrolling 3D environment. You'd better have your Spindizzy skills honed to perfection to escape before the crushing time-limit spells an end to your game-conquering aspirations!

"Will provide you with hours of absorbing entertainment" – ST Format

"It's great. You'd be more than a bit dizzy to miss it!" – The One

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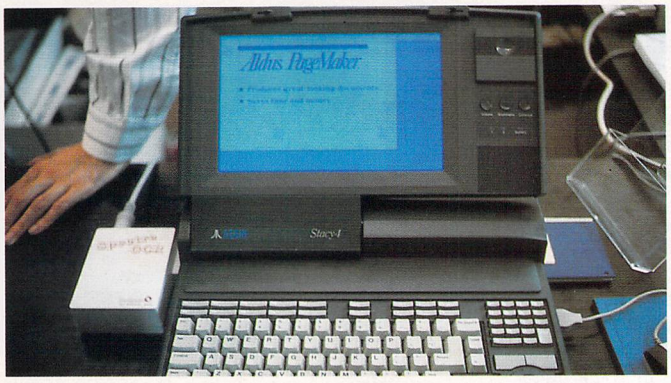
# The STE on the move

Atari are releasing an STE version of the luggable ST, Stacy, which is said to overcome the earlier edition's battery problems.

Price hasn't been fixed, though the current Stacy retails at £1,799. The major difference between the two portables is the fact that the new STE version runs off its own batteries, enabling the user to operate the computer for up to 35 hours without being anywhere near a mains socket, or so Atari claim.

The launch last year of a portable ST could have been a major coup, if Atari's stupidity and incompetence hadn't queered the pitch. Musicians everywhere were highly excited at the prospect of taking hitherto studio-bound equipment (the ST) on the road with them – but were appalled to discover that the machine was quite exceptionally useless away from the mains. The batteries were inadequate and the machine was an embarrassing flop. Now it's a whole lot more attractive, and could well take off.




■ **At last! The Stacy, mark two – a luggable ST that works**

## A falling Star

The Star LC24-10 printer has just received a major price cut, dropping from £343.85 to £297.85. The LC24-10 is a 24 pin printer and thus has very high quality text and graphics output. The printer comes with a built in NLQ (near letter quality) font and a claimed speed of 180 characters per second (cps).

■ **This Star printer is even better than we said it was in last month's review...**

**Incidentally, our grovelling apologies to Star and to our readers for the interference by that bungler's friend The Printer's Gremlin which resulted in us totally screwing up the prices in our review last issue of Star's LC-200 and LC24-200 printers.**

**The former costs £297.85, the latter £366.85 (£424.35 for the colour version).**

**Given that our reviewer mistakenly believed them to cost much more, our revised verdict is as follows: LC-200, 90% (and therefore *FORMAT* Gold); LC24-200 93% (also *FORMAT* Gold). Star Micronics ☎ 0494 471111. Er... *oops?***

## ST finds a new PAL

At last there's some video hardware for the ST! Syntronix – who've been producing genlocks and signal splitters for other, lesser computers for several years now – have just moved onto the ST.

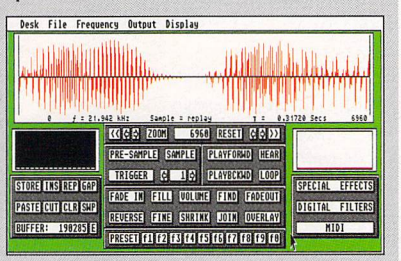
By far the most interesting result of their labours is an RGB recording system, enabling you to record RGB signals from the ST onto video tape. Once the recording in on VHS tape, playback can be routed through the ST's own monitor. A piece of kit of this type is of most interest to animators or designers who need output on tape and not computer disk. The hardware is being released at an introductory price of £199.95.

The company have also produced a budget version at £59.95. Syntronix's product specialist Mr Jara believes that "young lads now have a chance to get into video hardware for their ST" (oh, bit of sexism there). He sees a large market for devices of this type, especially considering how notoriously under-supported the ST has been in video hardware. Syntronix ☎ 0332 553024.

## Sample the delights of ST sounds

**The price of sampling cartridges has always been high, but within the last two years budget versions such as the STOS sampler have started appearing. Now *Master Sound,* one of the most popular cheap samplers, has been updated to version 2.**

**The software has been completely revised to include a spectrum analyzer, an oscilloscope and a three dimensional display. All the standard features are included such as filter, shrink, overlay and loop (these are apparently Good Things and The Right Answer). *Master Sound 2* costs £39.95 from Microdeal ☎ 0726 69692.**




■ **Sample the filtering and looping experience that is *Master Sound 2***

## Buy your ST a PC – for under £100

That ever-popular PC emulator *PC Speed* has just taken a massive price cut of nearly 50%, to just £99. *PC Speed's* UK distributors Compo are confident that a "whole group of ST users who haven't been able to get into PC emulation, now can." Neal O'nions, Compo's managing director, puts the extraordinary price down to "the magic of German production techniques," but doesn't explain what magic has suddenly enabled the hardware to sell for half its previous price and still, one assumes, turn in a profit.

The £99 wonder was released at the Computer Shopper Show in early December to a Christmas bargain hunting, hardware hungry crowd. Details from Compo ☎ 0480 891819.

## Sound investment

C-Lab's *Creator* and *Notator* packages are the best MIDI sequencer programs you can buy, and are used by many professional musicians. Both have just been updated, adding further functions to their already chock-full specification.

*Notator* now includes a Hyper Edit function and real-time MIDI generation facilities. If your timekeeping is poor, an Adaptive Groove function will soon sort out your minims from your quavers. *Notator* costs £499, while *Creator* can be yours for a mere (?) £299 from Sound Technology ☎ 0462 480000.

■ **C-Lab's legendary and wallet-thinning *Creator.* A cracker and no mistake**

## Atari plan more shows

Following the undoubted success of the six-city October train tour *(see page 210 for a full report),* Atari have an announced a "major programme of events" for 1991. An exclusively-Atari exhibition is promised, together with attendance at all the main computer shows – a swift change of heart just months after the company astonished observers by missing the September Computer Entertainment Show at Earls Court. Alongside these events the company intends to hold regional roadshows, demonstrations and workshops.

■ **See the special report on Atari's plans for 1991 in this issue, beginning on page 29.**

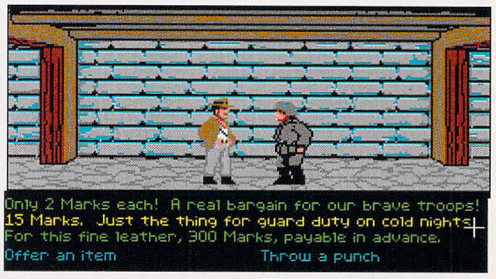
**The next issue of *ST FORMAT* is on sale Thursday 10 January.**
**Can *you* afford to miss it? See page 218 now for your *free* order form!**

# Zak McKracken teams up with Indy (and Dad)

**Two of the best graphic adventures of the past year, the Lucasfilm games *Zak McKracken and the Alien Mindbenders* and *Indiana Jones: The Last Crusade*, have been bundled together by US Gold. *Zak McKracken* follows the adventures of a group of teenagers who discover a spooky old house and decide to check it out, with predictably disastrous results.**

***Indiana Jones* follows the plot of the film closely. You've got to foil the nasty Nazis from finding the Holy Grail while in the process keeping your Dad out of trouble. The dual pack costs £29.99 and represents excellent value for anyone who hasn't already had the pleasure.**

**■ Virgin have teamed up with budget software house Mastertronic to release games at a price that would gladden the heart of Ebenezer Scrooge (who features in this issue on page 217). *Double Dragon*, *Silkworm*, *Xenon* and *Gemini Wing* are on sale even as you read this for just £7.99 each.**




**■ Indy tells a nasty German the exciting news about his teaming up with Zak for US Gold**

## Golden Image's ball-deficient mouse that feeds on light

It's all very well buying yourself a flashy new mouse to replace the neolithic Atari job (and what a crap mouse it really is), but they still get clogged up with dirt. The answer is to do away with the ball altogether. Cue Golden Image and their amazing Optical mouse.

This wonderful beast has no moving parts and a claimed lifetime of 5,000,000 cycles (apparently that's a lot better than a standard mouse). The shell of the unit is ergonomically designed to make extended use a joy rather than a pain in the palm. The optical mouse costs £39.95 from Golden Image ☎ 081 518 7373.

**■ Despite being deficient in the ball department, this mouse works just fine**

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Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, BA1 2BW Tel: (0225) 442244

**■ There's about mumbleteen decent chess programs for the ST, and unless you're Gary Karpov (which you're not), any one of them is going to beat you into a cocked hat.**

**So what does a new program have to offer that's so different? Well, for a start, it could teach you where you're going wrong.**

***Chess Mate* is designed to help club players improve their opening repertoire. It contains a database of some 500 variations on disk, enabling you to learn a near lethal opening game. *Chess Mate* costs £49.95 from Chess World Software ☎ 051 526 0794.**

**Are you sure you want to battle your way through the blizzards and crowds on Thursday 10 January to pick up the next *ST FORMAT*? No? Turn to page 201 to find a way of getting someone else to do the dirty work for you!**

## Short stories

■ The 16-bit Computer Fair, held on the 4th, 5th and 6th of January, is an excellent event to see European and American software and hardware.

Among the companies booked to exhibit are Microdeal, Gasteiner, Silica, Power Computing, Hybrid Arts and 2-Bit Systems, while German know-how is represented by GE-Soft, Protar Electronics and Manfred Carle.

And all the way from the States come Double Click software, producers of the excellent DC Desktop and DC Utilities.

The show's at the Novotel Hotel, Hammersmith (where Atari had their summer show); open from 10 to 6, admission £5.

■ Computerised map program *Autoroute* could be the answer to (some of) your petrol bills.

You simply type in where you want to go to and from, the speed you want to drive at and which type of road you prefer, and the computer comes up with a selection of routes.

The good news is that NextBase have just knocked the price down to £69.95. Harried map-readers can contact Next Base on ☎ 0784 460077.

■ Philips have just produced a limited edition version of their popular CM8833/II colour monitor, surely an early contender for Most Ridiculous Hardware Item 1991. The Philips "Artist Series" monitor is styled after the work of the early twentieth century artist Piet Mondrian. "Mondrian was inspired by the notion of man, art, nature and machine existing in harmony," says the press release, clearly written by someone vastly relieved to have a chance at last to write about something other than those techie widgety-type thingies.

Art loving ST users who demand stereo sound, medium resolution colour graphics and, er, coloured squares around the edge of their monitor can get it from Silica Systems ☎ 081 309 1111. Price for the one-off 2,000 "special edition" is £269.

■ Highly respected printer manufacturers Citizen are pushing their new 24 pin printer as a perfect Crimble pressie (last minute panic buying, anyone?). The 124D, which costs £321, can run at 120 cps in draft mode – not very fast, but more than adequate for most people's needs.

Phone Citizen ☎ 0895 72621 to complain about their atrocious taste in publicity pictures (one of their no doubt excellent printers sharing the limelight with some drunken old git in a red coat and a beard – you'll have to look elsewhere for it because we sure as hell ain't using it). "Bah" and, not to put too fine a point on it, "humbug."

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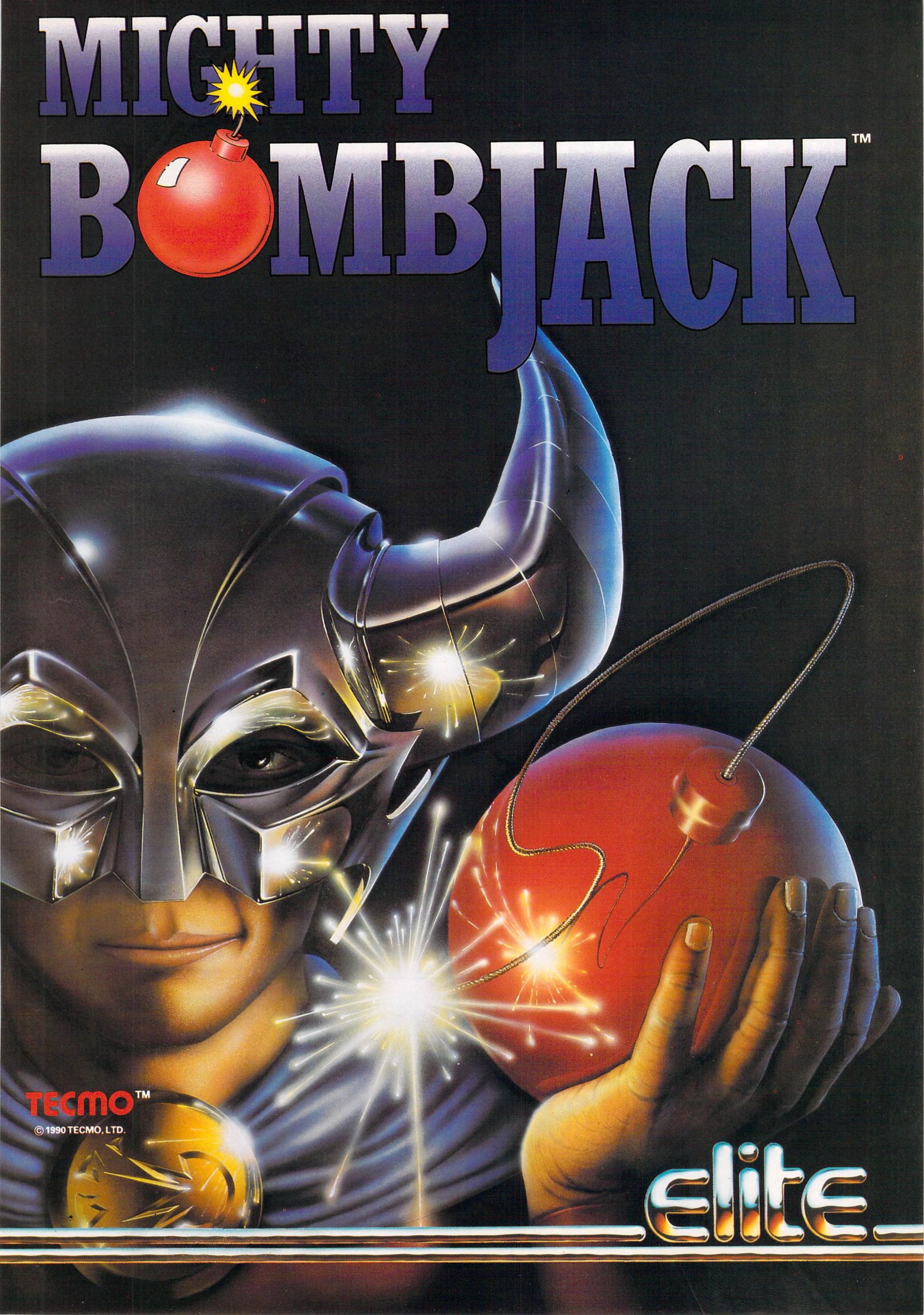

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elite

# ST User's Cover Disk and that virus

An ST magazine has infected the disk collections of thousands of readers with a virus. Nestling within the bootsector of *ST User's* December disk is an unwelcome "free gift," the Green Goblin Virus, so-called because it flashes onto infected screens the phrase "The Green Goblin strikes again."

The *ST User* virus, which is understood to have been discovered on 3 April 1989 in England by Clive Duberley, is capable of ruining any game disk that gets infected (it writes to the bootsector, meaning that you could then not load the game). For this reason, incidentally, you should always keep the write protect tab on your games in the "on" position – that is, you should be able to see through the little hole in the corner of your disk.

*ST FORMAT* spoke to the magazine's publisher Hugh Gollner, who initially claimed that the *ST User* virus is "harmless," though he later admitted that it could indeed write itself onto the bootsector of commercial games.

According to Gollner the *ST User* virus found its way onto the disk while the master was in the care of the duplicators, Stanley Precision. "They were asked to remove some other program file," he said, "so they took off the write protect tab and that's how it happened." (*ST FORMAT's* Cover Disk Editor Neil Jackson points out that he would never permit, let alone request, his disk masters to be altered after they had left him, for this very reason.)

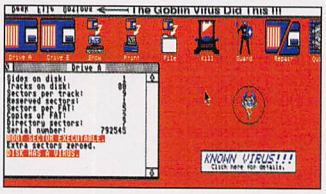
"It could have happened to anybody," Gollner claimed. "It's just as likely for something like this to happen to a piece of commercial software."

So just what does the *ST User* virus do? Whenever a disk is accessed, the virus keeps a total of these disk accesses in its own internal counter. When this counter reaches 16 it inverts a part of the screen. If you are using a GEM-based program, for example, with the *ST User* virus infecting your machine, all of a sudden, after you save or load a file, the menu-bar may turn upside-down.

The *ST User* virus is also reset-protected (jumps to $7FE64/$FFE64), which suggests a strong similarity between it and the more common Ghost Virus. "In fact the only major difference that I have found," says virus expert Mike Mee, author of *Super Virus Killer* (*STF* Cover Disk 8), "is that the Ghost virus sits very low down in the ST's memory, whereas the *ST User* virus is sitting just above the end of the screen."

*ST User* apologise for the trouble they have caused their readers. Company boss David Hirst also promised to fax us details of what the magazine's readers should do, but funnily enough that was the last we heard from him.

He's on ☎ 0625 878888.




■ **Caught! The Goblin virus, let loose on an unsuspecting ST by *ST User's* cover disk, is apprehended by *FORMAT***

## How *ST FORMAT* protects you from viruses

***ST FORMAT's* Cover Disks are duplicated by Discopy Labs of Daventry. Before we send them a master disk we check it with a variety of virus detectors and killers – including CRL's and Mike Mee's. Discopy then also check for viruses before transferring the data to optical disk for the duplication process.**

**This new master is then once again checked for viruses in an "infection-free" area, and a large orange sticker is attached to it so that it is known to be safe. STs are always switched off for a good half-minute between disk insertions to prevent cross-infection. We have never asked Discopy to alter a master.**

## Four steps to avoid infection

- **Switch off your machine for a good half-minute before inserting a new disk – this eradicates any resident viruses from your ST's memory**
- **Keep the write protect tab *on* (in other words, you should be able to see through the little hole on your disk), especially when using commercial software**
- **Always keep back-ups of important files and disks – especially your *ST FORMAT* Cover Disks**
- **Use a virus detector and killer – CRL's Virus Killer (£9.95; ☎ 081 533 2918) is one of the best, though Mike Mee is putting the finishing touches to one he claims will be the "best yet." WARNING: *do not* use a virus killer on games or other auto-loading commercial software**

## The *ST User* virus: the facts

**The *ST User* virus set itself in memory at the location of $FFE00 – $FFFD9 (this is on a TOS v1.09 1040STFM – STE addresses may differ). On a standard 520STFM the addresses are $7FE00 – $7FFD9. This is exactly 32256 bytes above the start of the screen, so a simple calculation from within BASIC is an easy enough check. Here's a little routine in GFA Basic that enables you to check your own memory for the existence of this nasty program:**

```
' Green Goblin Virus check by Mike Mee - for ST FORMAT
scr_addr%=XBIOS(2) ! Get screen address - changes depending on
memory
' Now check 'get_bpb' (&H472) & 'res_valid' (&H426) for virus
infection
IF LPEEK(&H472)=scr_addr%+32256+&HB8 AND LPEEK(&H426)=&H31415926
    PRINT "OH DEARY ME - THE GREEN GOBLIN VIRUS IS INFECTING
THIS ATARI ST"
    GOSUB panic_stations ! Jump to your own routine here to deal
with virus
ENDIF
```

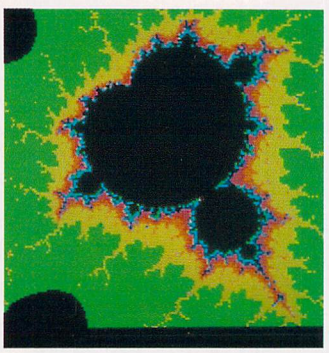
■ **And in a bad month for *ST FORMAT's* competitors, a disk-based ST magazine called *Stampede* has gone into voluntary liquidation, leaving subscribers out of pocket and angry. *Stampede* died mainly because of low editorial standards and lack of reader loyalty.**

**The publishers boasted that they gave a free game away with each issue (price £3.99), although quite often these were old games which didn't rate very highly in the first place. Oh, and they also had a virus on their cover disk (blimey, they're all at it) in issue 2.**

## Putting order into chaos

One of the more interesting companies to set up in recent months are FraChaos, specialising entirely in Fractal and Chaos images which echo progression and regression in nature (snowflakes and leaves to you and us).

The company have many articles and reviews of fractal software and books as well as more than 10,000 fractal images on file. FraChaos ☎ 0326 40973.



■ **What the hell is this? Call ☎ 0326 40973 and find out...**

## New Year's resolution

Use a DTP program for any length of time and you soon discover that, good as the Atari SM124/5 monitors are, they can't show you enough information at once.

The Titan Designs Reflex graphic cards seek to remedy this problem by boosting your resolution.

Their 1024 card enables you to display a screen resolution of 1024 by 800 on an SM124 monitor or 800 by 1024 on an A4 Portrait monitor.

The 2048 card stretches an amazing 2048 by 1536 out of your ST, but you need a 21 inch CAD monitor to see it.

The cards plug into the 68000 bus connecter and are compatible with all models of ST. The 1024 card costs £230, but at the time of going to press no price had been set on the 2048 card.

Titan Designs ☎ 021 706 6085.

# Guaranteed to paint a smile on the face of every ST user.

You see, the rumours were true, DeluxePaint on ST is now in the shops.

And there are some who would argue that it's the best on the market.

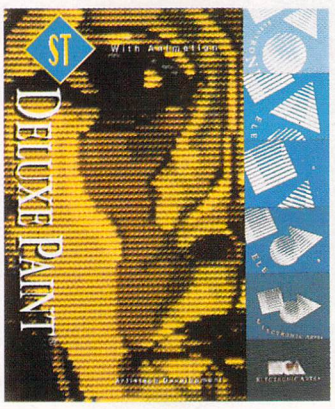
"The current version available for the ST far outstrips all earlier incarnations."
ST FORMAT.

We'll just say that there's none better.

Now you can design your own fonts, work on multiple animations, print up to poster size, do multi- colour airbrushing and full animation in 512K.

There are also a set of extra features, like mirror symmetry, 3D perspective and split-screen magnification with variable zoom.

And all for only £59.99. So you can see, it's been well worth the wait.

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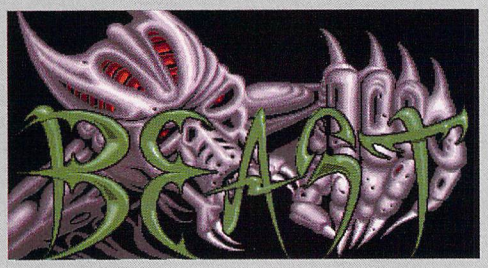
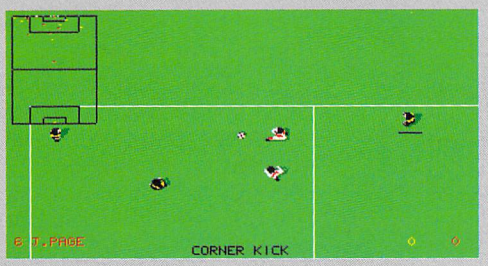
# ST charts

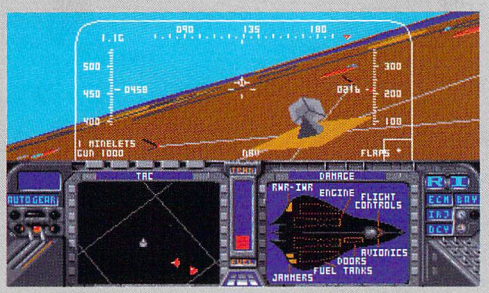
*This month's festive guest presenter: Queen Elizabeth II (Gawd bless 'er)*




■ **Straight in at three, the stonking Psygnosis whopper *Shadow of the Beast*, now impressing friends on an ST somewhere very near you...**




■ **At two, though hardly the birth of the cool in the graphics department, *Kick Off 2* is nonetheless one hell of a damn fine game...**



■ **But still at number one, and still not living up to its name, *F19 Stealth Fighter* continues to be eminently visible in the ST charts**

## ATARI ST GALLUP SOFTWARE CHARTS

*F19 Stealth Fighter* continues not to live up to its name, sitting astride the top of the charts where everyone can see it. By contrast, Ocean's challenger *F29* slips out of sight, down to 44.

Honours in the top ten are fairly evenly divided, with Microprose (including Microstyle), Mirrorsoft and US Gold picking up a brace apiece and Ocean, surprisingly, coming in with just one.

Also selling strongly: *Degas Elite,* EA's ancient art package, at number 51, revived in the slipstream of *DeluxePaint* (which still fails to put in an appearance anywhere *in the top 60:* EA insist they're "well pleased" with its performance).

Incidentally, how is it that mighty EA can manage only one appearance anywhere in the top 40 (though *Powerdrome* and *Imperium* are in positions 41 and 53 respectively)?

Traditionally Christmas is a time of great speculation, though US Gold may be very wise in refusing to join in the "Let's get the Christmas number one" game.

It'll be our March issue before we have all the results in, but for what it's worth (ie not very much at all) the guesses around the *FORMAT* office about what'll hit the Yuletide top spot go like this: *"Supremacy* is quite a good bet; *MIG-29*'ll beat the wotsit out of *F-29"* (Mark Higham); *"Teenage Mutant Hero Turtles,* definitely" (Neil Jackson); *"Speedball 2"* (Andy Hutchinson); "I'd like it to be *Stun Runner,* if it's out in time, or *Total Recall,* but I expect it to be those *Turtles"* (Steve Carey).

How wrong can we be? ***stf***

■ **Main chart: last month's position in brackets; *STF* refers to issue and score of review in *ST FORMAT*. These full price and budget ST charts are compiled and supplied by Gallup.**
**© European Leisure Software Publishers Association Ltd 1991**

## ST BUDGET TOP TEN

| | | | |
|---|---|---|---|
| 1. | *Treasure Island Dizzy* | Codemasters | £4.99 |
| 2. | *Targhan* | Action 16 | £4.99 |
| 3. | *Italia '90* | Codemasters | £4.99 |
| 4. | *Guardian Angel* | Codemasters | £6.99 |
| 5. | *Advanced Fruit Machine* | Codemasters | £6.99 |
| 6. | *Yogi's Great Escape* | Hitec | £6.99 |
| 7. | *Pro Tennis Simulator* | Codemasters | £4.99 |
| 8. | *Fast Lane* | Action 16 | £4.99 |
| 9. | *Formula One Grand Prix* | Micro Value | £4.99 |
| 10. | *Future Bike Simulator* | Hitec | £6.99 |

## AND LAST (AND LEAST)

The Mark Higham "I've been up all night playing this absolutely *brilliant* game called..." Top Ten

1. *Sim City* – Infogrames
2. *Supremacy* – Virgin (reviewed, page 60)
3. *Magic Fly* – Electronic Arts
4. *Sim City* – Infogrames
5. *Team Yankee* – Empire
6. *Resolution 101* – Millennium
7. *Sim City* – Infogrames
8. *Rick Dangerous 2* – Microprose
9. *Thunderstrike* – Millennium
10. *Sim City* – Infogrames

*(That's enough going on and on about Sim City, Higham – Everyone else)*

## TOP 40 *charts*

| | | | | |
|---|---|---|---|---|
| 1 | (1) | **F19 STEALTH FIGHTER** | Microprose | £29.99 – STF 12: 96% |
| 2 | (3) | **KICK OFF 2** | Anco | £24.99 – STF 14: 92% |
| 3 | (-) | **SHADOW OF THE BEAST** | Psygnosis | £34.95 – STF 17: 83% |
| 4 | (2) | **SHADOW WARRIORS** | Ocean | £29.99 – STF *(see note below)* * |
| 5 | (-) | **CADAVER** | Mirrorsoft | £24.99 – STF 15: 81% |
| 6 | (6) | **OPERATION STEALTH** | US Gold | £24.99 – STF 15: 93% |
| 7 | (7) | **BACK TO THE FUTURE 2** | Mirrorsoft | £24.99 – STF 14: 62% |
| 8 | (8) | **BSS JANE SEYMOUR** | Gremlin | £24.99 – STF 16: 87% |
| 9 | (4) | **BATTLE OF BRITAIN** | US Gold | £29.99 – STF 15: 91% |
| 10 | (-) | **INTERNATIONAL SOCCER CHALLENGE** | Microstyle | £24.99 – STF 15: 85% |
| 11 | (-) | **CRICKET CAPTAIN** | D&H Games | £24.99 – STF 17: 73% |
| 12 | (-) | **THE SPY WHO LOVED ME** | Domark | £24.99 – STF 17: 80% |
| 13 | (5) | **BATTLE MASTER** | PSS | £24.99 – STF 14: 82% |
| 14 | (-) | **TEAM YANKEE** | Empire | £29.99 – STF 16: 84% |
| 15 | (-) | **TURRICAN** | Rainbow Arts | £19.99 – STF 17: 82% |
| 16 | (20) | **FALCON MISSION 2** | Mirrorsoft | £19.99 – STF 15: 70% |
| 17 | (-) | **PLATINUM** | US Gold | £24.99 – STF 17: 85% |
| 18 | (-) | **MAGIC FLY** | Electronic Arts | £24.99 – STF 14: 91% |
| 19 | (15) | **MIDWINTER** | Rainbird | £29.99 – STF 9: 96% |
| 20 | (-) | **DRAGONFLIGHT** | Thalamus | £29.99 – STF 15: 71% |

| | | | |
|---|---|---|---|
| 21 | (-) | Captive | Mindscape |
| 22 | (-) | Gold of the Aztecs | US Gold |
| 23 | (23) | Days of Thunder | Mindscape |
| 24 | (9) | Emlyn Hughes Int Soccer | Audiogenic |
| 25 | (-) | Subbuteo | Electronic Zoo |
| 26 | (11) | Oriental Games | Microstyle |
| 27 | (-) | TNT | Domark |
| 28 | (-) | Lotus Turbo Challenge | Gremlin |
| 29 | (-) | World Cup Soccer '90 | Virgin |
| 30 | (-) | Gremlins 2 | Elite |
| 31 | (-) | Nightbreed Interactive | Ocean |
| 32 | (-) | Rick Dangerous 2 | Microstyle |
| 33 | (-) | Fire and Forget 2 | Titus |
| 34 | (10) | Midnight Resistance | Ocean |
| 35 | (-) | Blitzkrieg May 1940 | Impressions |
| 36 | (16) | Fun School 3 (5-7) | Database |
| 37 | (36) | Batman – The Movie | Ocean |
| 38 | (-) | Loom | US Gold |
| 39 | (-) | Fun School 3 (over 7) | Database |
| 40 | (-) | Operation Wolf | Ocean |

* **Not previously reviewed in *ST FORMAT*, simply because Ocean didn't send it to us, despite numerous requests. Still, *we've got it now:* read the review on page 127 in *Screenplay Extra*...**

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## ACCESSORIES

| | |
|---|---|
| Komix Speed King joystick | £10 |
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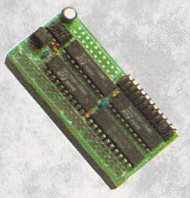

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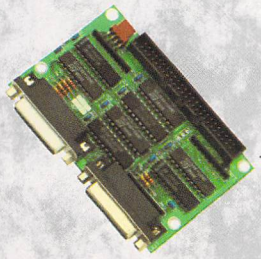

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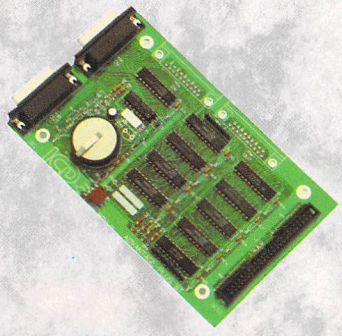

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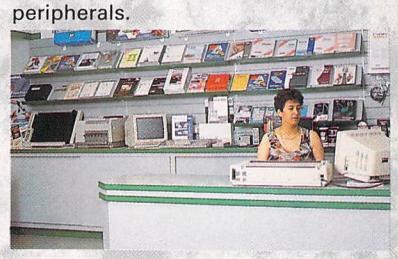

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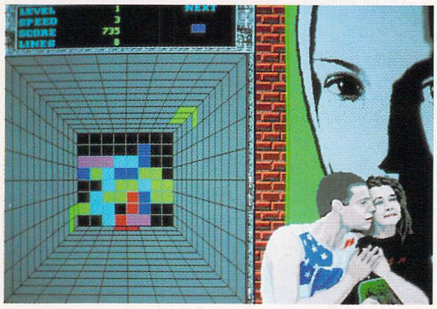
# previews

***What games never made it in time for Christmas? Hands up those programmers who couldn't hit that deadline! These are some of the games you'll be spending your Xmas money on next month***



## WELLTRIS

**Infogrames**

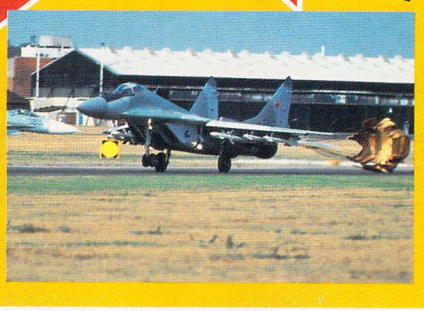
You went barmy over *Blockout*, now go wild over *Welltris*. This 3D version of the classic *Tetris* is played in a well – hence, I suppose, the name. Falling 3D blocks tumble down the well, and you have to move them around using the keyboard in an attempt to stack them neatly on top of each other. It sounds maddeningly simple, but if *Tetris* is anything to go by it could end up being earth-shatteringly addictive.

## MIG-29

**Domark**

**If you just can't stand the thought of yet another shoot-'em-up then take time out with this latest flight simulator. This time you're in the seat of one of the world's most advanced front line attack aircraft, the MiG-29 Fulcrum. Last spotted in the TV showing of *Top Gun*, the MiG-29 is equipped with cannon as well as air-to-air and air-to-ground missiles. These missiles have a camera positioned on the nose, and the game includes the option to watch from this viewpoint as the missile finds its target and detonates. With heaps of real-life training missions, you're almost certainly guaranteed the flight of your life. Catch the full review in next month's *ST FORMAT*.**

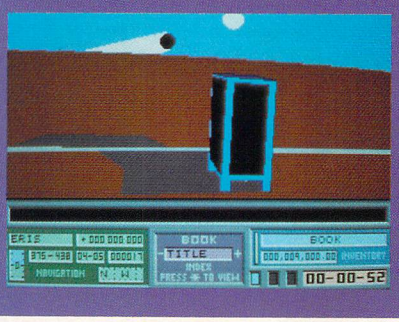
*Picture courtesy of Ospren Publishing*



## DAMOCLES MISSION DISKS

**Novagen**

**We've seen so many different tips and solutions for *Damocles* that it must already be one of the most well-played ST games ever. Offering you the chance to delve even deeper into the game are two new scenario disks. Mission disk one features five brand new missions set in the same environment as the original game. Apparently there are many elements to *Damocles* which mere mortal gamesters have never seen, and the new mission disks reveal some of these long-concealed features.**



## CYBER ASSAULT

**ARC**

3D games are becoming not only more and more popular but also increasingly complex. In this first from Arc, your playing character is constructed of 3D polygons with very effective shading. You can run or walk through a 3D landscape and get involved in all sorts of puzzles. The scenario and game style are still to be decided but the technical side of the game looks very competent. Apart from the *Turcan* wargame series, however, Atari's Arc label isn't exactly renowned for coming up with great games, so don't hold your breath waiting for a really top quality challenge.

## ROD-LAND

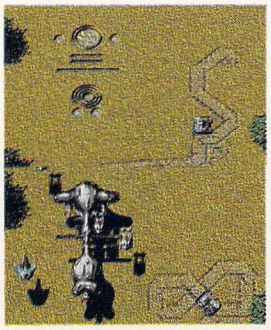
**Sales Curve**

**If the thought of shoot-'em-ups brings you out in a cold sweat, then what you need is some colourful, simple bunny wabbits and cuddly seals to blast. *Rod-Land* is a cutesy game based on the popular Jaleco arcade game. Your playing characters are two sickly sweet fairies with pointed ears, magic shoes and special rods. You use the rod to stun the baddies and then bash 'em against the floor to kill 'em. Mindbending stuff!**

# SWIV

### Sales Curve

If you can stand it, *SWIV* is another vertically scrolling shoot-'em-up in a similar vein to *Xenon 2*. It's programmed by the same team who worked on *Silkworm* and *Ninja Warriors*, and they're claiming it's the fastest shoot-'em-up ever. Where have we heard that before? The game is played with either a jeep or a helicopter and the bad guys comprise all sorts of flying craft, with gigantic super tanks, copters and bird-like craft as the typical end-of-level aliens.

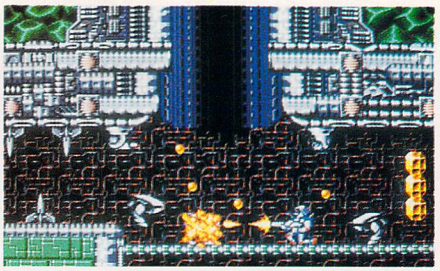


Like *Ninja Warriors*, *SWIV* incorporates a fast loading system which enables alien sprites to be loaded from disk during the gameplay. In this way there's never any need to pause between levels. It sounds promising, but we've seen so many vertically scrolling shoot-'em-ups that another might be just enough to make you chuck.

# Z-OUT

### Rainbow Arts

**Suddenly shoot-'em-ups are where it's at. After announcing a follow-up to *Turrican*, Rainbow Arts are now screaming about a follow-up to *X-Out*. *Z-Out* puts you on a mission to destroy Alpha Centauri which is an excuse for stringing together six levels of manic shoot-'em-up action. One shoot-'em-up is pretty much the same as another but Rainbow Arts are shouting that this boasts 40 colours on screen at once and super fast parallax scrolling. We'll believe it when we see it.**



# TURRICAN 2

### Rainbow Arts

At this time of year it's easy to imagine a TV game show called "Name that shoot-'em-up," with money-grabbing gamesters falling flat on their faces when they confuse the mid-level guardian in *Dragon Breed* with an end-of-level freak in *R-Type*. There are just so many shoot-'em-ups cluttering the shelves at the moment that you could easily get it wrong.

Now to confuse matters still further comes a follow-up to *Turrican*. Additions to this new version include some clever firing techniques, improved bonuses and better visuals. Also promised is the best soundtrack you've ever heard, with sampled music correctly synchronised to come in at strategic points during the action. We'll believe it when we hear it. ***stf***

# THE SIM CITY PHENOMENON

**"There are simulators and there are simulators." So said Barry Sheen – or he would have done if he'd had the chance to smash his legs to pieces in a simulator instead. Some, like *F19 Stealth Fighter* and *Falcon*, succeed not only as simulators but also as absorbing games. Climbing aboard a Stealth Fighter, flying across the Gulf and letting rip in some bloody dogfights is not only educational, it's damned addictive. Then there's the *Sim City* style of simulator. On paper it looks so interesting you want to yawn, but start playing and the only yawns are those that come the following morning after a 3 am stint playing mayor.**

**The idea of the game is to plan your own city, placing residential, commercial and industrial zones around a map – not exactly riveting stuff if you're looking for aliens to bash. Anyone who's played *Sim City* well into the night (and who could resist it?) can soon spot its limitations: it very quickly becomes very annoying that there's no such thing as a sewage system in the game and that you can't build schools or different types of residential zones.**

**To remedy this deplorable situation there are two new architecture disks planned for release this month from Infogrames. Architecture disk One features three new settings – Ancient Asia, Medieval Times and the Wild West. The second architecture disk is set in the future and contains Future USA, Future Europe and Moon Colony. Each setting includes different graphics for the landscape and buildings, and new scenarios and problems have been added. In Future USA, for example, you have to construct a spaceport for interplanetary travel and decide between using nuclear fission and fusion power plants. Get it wrong and thermo-nuclear pollution could upset all your plans.**

**After the architecture disks comes *Sim Earth*, courtesy of Ocean. This is a completely separate game but with many similarities to *Sim City*. Instead of planning the development of cities you plan the development of the whole Earth instead. You begin the game at different points in time, from when the crust begins to cool and the continents drift, right through to the future where the threat of nuclear contamination hangs over the entire planet. Using a set of icons in a very similar fashion to those in *Sim City*, you can change the way Earth develops, perhaps encouraging fish to become the dominant race rather than humans. By changing the polar wobble, adjusting the weather conditions and toying with the vegetation, you can encourage people to develop and then cross the seas to populate more of the globe. It's an intense and detailed simulation which in sheer scope and scale makes *Sim City* look like child's play.**

**Those of you who still long to see the original *Sim City* achieve its full potential, however, should keep an eye out for *Sim City 2*, due to be released around the middle of 1991. It takes the *Sim City* idea several gigantic leaps forward, so that you face more of the kind of problems which confront real city planners.**

***Sim City 2* is divided into several levels – an underground level, on which you can plot the city's sewer system, a ground level where you plan the basic structure of your city and an above-ground level where you can actually build your skyscrapers and different kinds of accommodation. Now isn't that something to look forward to?**

**What is certain is that *Sim City* has given a new meaning to computer gaming, proving that you don't need monsters – and indeed opponents – to make a completely overwhelming and addictive challenge. Its follow-ups are set to make this even more obvious, introducing an ever increasing number of gamesters to this new kind of simulator.**

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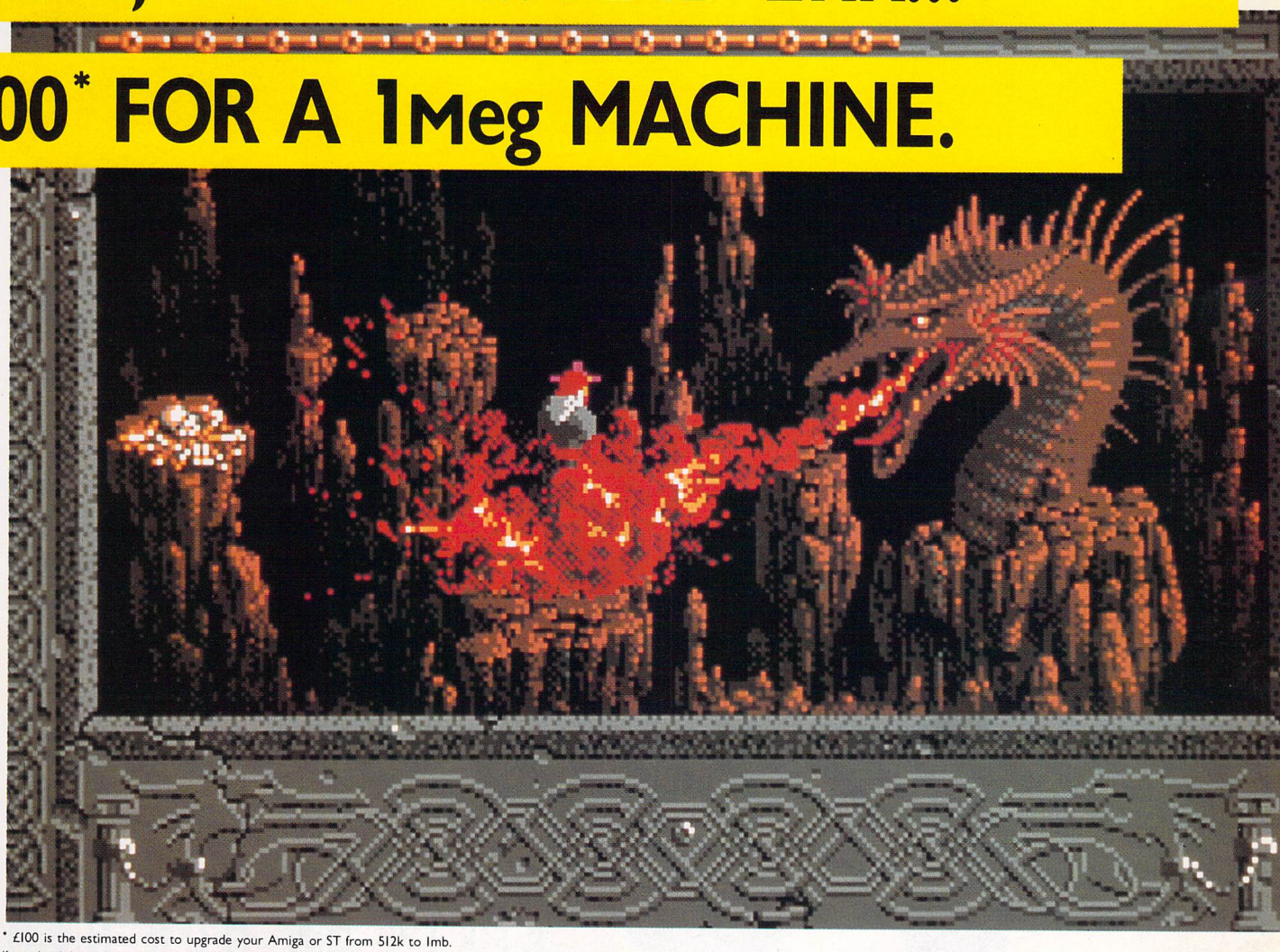

* £100 is the estimated cost to upgrade your Amiga or ST from 512k to 1mb.
If you already have a 1mb machine it won't cost you anything more but the price of the programme!

It's a sad fact of life that only the fortunate few will ever get to experience Will Harvey's masterwork - The Immortal.

Still, those of you who are lucky enough to possess 1mb equipment or a monstrously generous maiden aunt and a birthday coming up, you're in for a rare treat.

Using a uniquely realistic three quarter angle, you are lead through eight levels of labyrinth in a quest to find your long lost teacher Mordimar. In a world of intrigue and betrayal, mystery and blood curdling violence, you are pitted against the most ghoulishly lifelike opponents you'd never want to meet.

All in all, this is one dungeon challenge that no true enthusiast can afford to miss - no matter what the cost.

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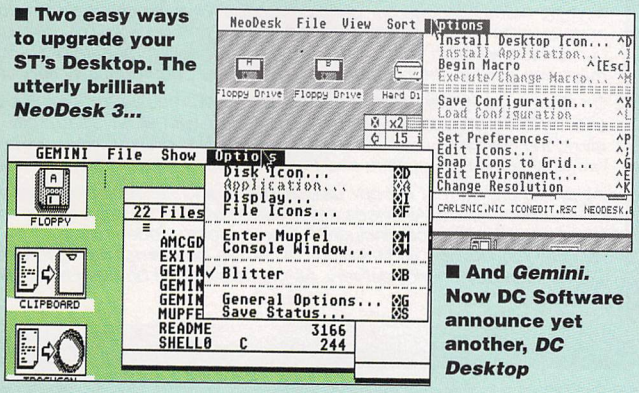
# news from abroad

## Desktop dynamite

■ **Two easy ways to upgrade your ST's Desktop. The utterly brilliant *NeoDesk 3...***




■ **And *Gemini*. Now DC Software announce yet another, *DC Desktop***

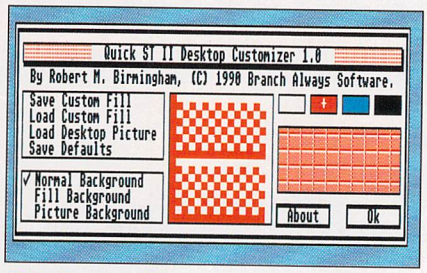
Following the success of *Neodesk* and *Gemini*, the popular replacement Desktops, Double Click software have released their own version. *DC Desktop* has many of the features *Neodesk* includes, such as placing icons directly on the desktop. Bootup pictures, an icon editor and unique folder icons are all available. *DC Desktop* is available now, direct from Double Click software, price $39.95 (£20) ☎ 0101 713 977 6520.

■ **Double Click are also planning to be present at January's 16-bit Computer Fair (see *Short stories*, page 12), offering an excellent opportunity for you to see their gear. Be there – we know we will!**

## How to accelerate your ST

The cost of a hardware accelerator board is prohibitive to most ST owners, so a software option is bound to be very attractive to speed freaks everywhere. *Quick ST*, one of the most popular accelerator programs, has just been updated to version 2.2.

The program speeds up text and graphic operations considerably and requires a mere 30K of memory. It also supports the blitter chip and, perversely enough, accelerator boards. Software compatibility is claimed to be very much higher, enabling such applications as DTP to be radically speeded up. *Quick ST* 2.2 is available from Branch Always Software at $24.95 (£15) ☎ 0101 206 643 9697.




■ **Make your ST go *"Whoosh!"* for just £15, with the newly updated *Quick ST***

## Top Mac emulator gets big upgrade

*Spectre GCR*, the popular Macintosh emulator for the ST, has just received a major overhaul. Version 3.0 is now available and includes some very exciting new features indeed.

- The Mac's keyboard mapping has been implemented to support up to 16 hard disk partitions.
- Movement between Mac and ST modes is now easier and warm boots in Mac mode are available.
- The Aync Laserwriter driver is supported, as is the full use of Init files.
- Sound can now be toggled on and off in Mac mode and the Mac's keyboard layout (numeric keypad and cursor keys) are fully implemented.

**On the subject of Mac emulation, an American businessman recently pleaded guilty to counterfeiting half a million dollars' worth of Apple Macintosh 128K ROM set chips. So, you are no doubt asking, what? Well, many are believed to have ended up inside Spectre GCRs. Apple are reluctant to release their ROM chips for sale over the counter, so acquiring the chips is always going to be a problem. (Incidentally the whole case was exacerbated by the fact that the man, Dennis Hayes, was selling some of the pirated chips to reputable Apple dealers!)**

■ **Sales of ST DTP packages have rocketed over the last two years. Each software house produces its own, rarely interchangeable, fonts. Now a new program from America enables you to convert fonts between *Calamus*, *Pagestream* and *Postscipt* Types 1 and 3, thus quadrupling the number of available fonts.**

***Fontverter 1.5*** **takes the fonts and enables you to set a list of variables which control spacing, baselines, kerning and bitmapping of the font. *Fontverter* costs $49.95 (£25) from Megatype ☎ 0101 206 643 9697.**

## TOS version 2.0: the full features of the new Mega STE series

As we went to press fuller details were emerging of the latest version of the STE operating system – which includes the Desktop and all the ST's "housekeeping" duties such as file and disk copying. This version of TOS, v2.0, is the one that comes on both the high-end TT and the newly launched Mega STE (see news story, page 9). We downloaded this information from the influential American on-line magazine *ST Report*.

**Basic desktop features:**

- Separate .INF files can be loaded to re-configure your desktop
- Menu options can be operated with a keystroke
- Pathnames can be assigned to function keys
- All new desktop icons
- Printing can be carried out by dragging a document icon to the printer
- A help function has been added
- GDOS is vastly improved
- The control panel is completely redesigned: accessory files are now referred to as modules and can be installed or removed at will

**Window functions:**

- File masks can be assigned to drives
- A "select all" option is available on each window
- In file operation, selected files stay selected until the operation is complete
- Scrolling a window doesn't deselect any files which go off the top
- The cursor keys can now scroll a window
- Directory listings of active windows can be printed out individually
- Seven disk windows can be open at one time
- Background colour can be changed, as can typeface and border pattern
- "Size to Fit" option enables you to reposition icons to fit a window's size

**Icons:**

- File icons can be placed anywhere on the desktop
- A resource file can now load in user-designed icons when the start up routine is initiated
- Install device now enables you to install individual partitions with individual icons on the desktop
- File drive paths are represented by desktop icons

**File Management:**

- "Unsorted index" menu option, from the desktop view menu, displays the files in the order they are on the disk
- "Delete item" option enables you to trash selected items in a window (useful if the window is obscuring the trash can)
- "Find file" option enables you to search out specific files wherever they are on the hard disk
- [Alternate] *, opens disk or partions *
- [Control] *, replaces the contents of the active window with the directory of disk *

**Application Parameters**

All-new desktop configuration option:

- Select background colours, border patterns, typefaces and icon colours
- Switch resolutions with a single keystroke
- In "copy file" operations, choose whether to preserve the file's date or not
- Install application has been improved to accept GEM with parameters (GTP)
- An application's default directory can be set.

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# Atari: back on the right tracks?

***1990 was hardly Atari's best year. What may be new is an admission that all is not well, and a determination to make sure 1991 goes a whole lot better. Steve Carey sifts the evidence***

■ **Peter Staddon, Atari UK's new Marketing Manager, is proud of Atari's exceptional sales in 1990 but is still prepared to admit they could have done things better**

Rearrange the following words into a meaningful sentence: "Atari, 1990, a, vintage year, was, for." No, sorry, can't be done. 1990 was a bit of a stinker, and the sooner Atari are in a position to say, "Yes, but look what we've done since," the better.

Remember the Great STE Fiasco? Atari upgraded the ST and discovered that not only was old software incompatible, but many new games were non-STE friendly. Remember the

*"What Atari say in public and what they admit off the record do not always coincide"*

launch of the much-heralded ST-luggable, Stacy, the batteries of which packed all the lasting power of an ME victim after a marathon? Remember the Great STE fiasco, part two, when a faulty DMA chip meant that it screwed up your hard drive? Remember Atari refusing to guarantee, even after it had been put right, that the STE would run with third party hard drives?

There are faint signs that Atari may be putting all that behind themselves. So far the evidence is mostly anecdotal, stemming from the latest American launches (see News), the right kind of noises coming out of Slough for a change, a general agreement among those who may justifiably claim to be in the know and a fairly successful attempt, in the Whistle Stop Tour, to take the show on the road. The reply by Atari UK's Managing Director Bob Gleadow to the open letter sent by *ST FORMAT* (see pages 32 and 33) hardly offers any great cause for hope, but what the company says in public and what it's prepared to admit off the record do not always coincide. Is Atari really back on the right tracks?

Admittedly, talking to an Atari employee may not be the best way of finding out. On the other hand, it makes a pleasant change to talk to someone at Atari who doesn't regard a tentative stab at an analytical question as a full-scale assault on the company, and who isn't a tired old cynic with more interest in killing bad stories than in confronting them.

Peter Staddon, Atari's (fairly) newly appointed Marketing Manager, appears to be just such a one. He is predicting great things for Atari in 1991 and is prepared when pushed to admit that things could have been done better in the past. So how would Staddon categorise Atari's year? Considering the tough economic climate, he points out that a claimed 40% increase in ST sales is exceptionally good.

He insists too that the STE problems and the underlying management problems are now firmly behind the company. "If you want to see how we do things now, look at the TT," he says. But didn't that take two years to arrive, and suddenly double in speed in the three months before its eventual launch?

Staddon sticks to his guns, insisting that this demonstrates Atari's ability to respond flexibly to a changing marketplace: "at 16MHz it would still have been a very impressive

*"Atari insist that problems with the STE and with underlying management are now firmly behind them"*

machine; at twice that speed it's blindingly fast." The delay demonstrates that Atari is prepared to launch only when the time is right, he says – a bit of self-justification that simply takes the breath away.

There is a new determination at Atari to put the past behind them. And it really is very important indeed that Atari recognise the existence of the problem, rather than, as has been

*"The ST is the cheapest entry into the 16-bit market by £100"*

the case, insisting that it's all an invention cooked up by a computer press that is never happier than when it's telling bad news.

One important reason Staddon is keen to stress that the ST is going to do so well in 1991 is the price differential. "It's a point that's often overlooked, but the ST is the cheapest entry into the 16-bit market by £100, and that price puts us within reach of more people than would otherwise be able to afford to buy a 16-bit machine.

"The installed user base of STs in this country, allowing a generous ten per cent for natural erosion," Staddon proclaims, "is now over half a million." And how many of those have been sold in 1990? "That's not a figure that we're making public, but it is over 150,000." *We're doing just great* – it's the oldest argument in the book, principally because it's impossible to contradict. Despite requests, objective sales figures are still not forthcoming.

As for 1991, Atari plan "aggressive support" for the ST. And while on the record Staddon is saying little very specific, it's clear that there are Big Plans afoot. Asked about the Panther, for instance – the ST games console that is widely rumoured to be in the pipeline – Staddon grudgingly admits that the thing actually exists, but he adds, "It's not something we're prepared to talk about."

The launch in the States of the 16MHz Mega STE in November (see report in this issue's News pages) – something Staddon was unable to discuss at the time of interview – certainly has a good smell to it. Bundling the new machine at $3,000 with an excellent DTP program and the latest Atari laserprinter is a smart move, but the really clever bit is that 16MHz is twice as fast as the current ST. The decisive move to sort out the TOS nonsense is yet another indication that suddenly Atari are beginning to get on top of things.

*"We have a very strong position in the professional music industry, and I don't want us to lose that"*

Furthermore, at last Atari appear to be getting the music message, too. "We've got to stress the music side," Staddon says, "the fact that MIDI is built-in to every ST. We have a very strong position in the professional music industry, and I don't want us to lose that.

*"The TT is the Rolls Royce of the Atari range"*

"Secondly, we need to impress on people that the ST is used in this very specific and professional music environment. So if you have an ST just to play games, that's OK, but by highlighting serious applications like this, we can show people that there's much more they can do with it."

It's an important argument, particularly coming from Atari themselves. If the ST can be presented in the media as a powerful, serious, professional machine then it will be that much more desirable than if it is presented solely as a games machine. And so? And so, the more people buy the ST, the bigger and better will be the software and hardware support, the more secure will be its future and the longer we'll all be using the machine.

Something similar applies to the TT. What difference does it make to the average 520ST owner that Atari also produce a machine that is aimed at a very different market and costs over £2,000? Staddon's answer: "If someone goes into a shop and sees the ST on sale at £299, and next to it, from the same company, a serious, fast and incredibly powerful business computer, that's going to inspire confidence. This company knows what it's doing. The TT is the Rolls Royce of the Atari range."

This too is shrewd. Not only does it provide a direct upgrade path (the TT runs everything the ST does), but there is also bound to be a "trickledown" effect. Already the TT Desktop is apparently to become part of the new Mega STE, and there's no reason why subsequent launches shouldn't lift ideas from the TT's internal architecture.

Suddenly there is evidence that Atari are getting back onto the right tracks again. At the moment you'd have a better chance of saying who killed Laura Palmer than predicting how Atari's 1991 may go. But it's unlikely to be as bad as this year. ***stf***

## THE ST IN 1991: OBSERVATIONS FROM PEOPLE IN THE KNOW

**Atari Marketing Manager Peter Staddon's point of view is not altogether surprising: "We're doing fabulous," he's saying, "and we're going to do even more fabulous next year." So what's new? After all, what else would you expect a Marketing Manager to say? *ST FORMAT* also canvassed the opinions of some people whose livelihood depends on Staddon being right but who aren't in the company's pocket, and whose comments are therefore worth hearing.**

*"We sell to people who bought their ST as a games machine and find they can do more with it" – David Link, HiSoft*

**It emerges that there's a rather pleasing tug-of-war going on between those who try to claim the ST as a serious machine, and those who point out that it has primarily sold to games players and has very successfully convinced games players to do more with it.**

**If the argument is ever settled, we're all going to suffer. As it is, many games players soon discover that there's more to life than games – and, more importantly, that their ST is not being fully exploited. It's a bit like buying an expensive hi-fi and just playing the radio – fine while it lasts, but why limit your options?**

*"Atari seem ashamed at the things the ST can do" – Paul Glover, the ST Club*

**"From listening to the way they are talking," says Mike Dale, boss of Signa (*Calamus* suppliers and DTP heavyweights), "it seems Atari are planning to address the serious side more than they have done hitherto. What we've achieved in the past has been down to what we've done for ourselves."**

**The only hard evidence of a change of attitude so far, Dale says, has been the Whistle Stop train tour: "It was a different way of going about things. At last it's beginning to happen." Dale appears to argue that there's no real gap between the top of the ST market and the TT. "Anyone who would have bought a Mega will now buy a TT," he says. "If you price up a Mega 2 and bring it to the same peripheral spec as the TT, the difference is just £100. And at that price, why not buy a TT?**

**"The ST will still continue to sell well in the education market, which can't afford TT prices," claims Dale. "A number of people are part-exchanging Mega 4s for TTs, allowing us to put Mega 4s into education for around £600-£650."**

**■ Mike Dale, boss of software house Signa, sees signs that Atari are at last beginning to recognise the ST is also well suited to serious applications**

**David Link of HiSoft states, "We have always been very happy to sell to people who bought their ST as a games machine and find they can do something more with it. A lot of the people who whinge about Atari not marketing the ST as a serious machine aren't making sense. It's not Atari's job. In this country, the ST has been sold basically as a games machine that can do more."**

**"There certainly seems to be an undercurrent of 'Let's get things right for a change,'" says Paul Glover of the ST Club. "I think it's important to remember," he adds, "that these may well not be Atari UK's problems – especially with hardware.**

**"I think business users buy the ST despite, rather than because of, Atari," he continues; "they almost seem to be ashamed at the things it can do."**

**■ What do you, the Atari customer, think? Are Atari doing enough? What more can they do? We want to hear *your* views. Write to: Atari 1991, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW**

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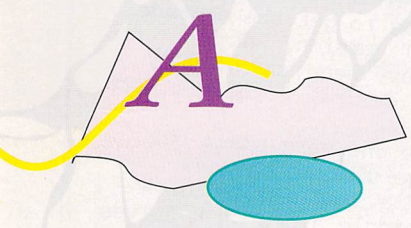


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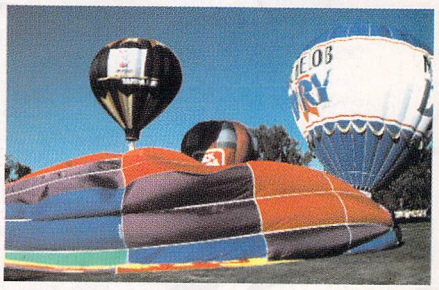

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■ "The ST is a fine machine that Atari seem incapable of selling properly," argues Steve Carey, *FORMAT*'s Editor

# Dear Atari...

## *ST FORMAT's Editor insists that Atari could*

**Dear Bob,**

In the year and a half since its launch, *ST FORMAT* has grown very rapidly to be Britain's best-selling ST magazine. Our success is founded upon the success of the ST (and in some measure, we like to think, vice versa), and we therefore have every reason to hope that the machine will continue to do well. Please, therefore, take this letter in the spirit in which it is meant. We have no reason to want Atari to look bad.

**1.** The frustrating thing for us – as we believe it is for dealers and ST owners – is that the ST is a fine machine that Atari seem incapable of selling properly. Take, as one example, the great ST upgrade fiasco. The STE, it seemed, made its appearance in late 1989 because stocks of the ST were in short supply, and not because Atari deemed it the best moment for it to be launched.

**2.** Because Atari introduced the machine at such short notice, without informing developers and software houses, no-one was prepared for problems of incompatibility. It's one thing to find that ST owners are being encouraged to upgrade to the STE, and are left to find out for themselves that many of their older games, Public Domain and in some cases serious commercial software won't run. After all, ran Atari's argument, we did tell the programmers what the rules were (not that that's any consolation at all to the poor, unhappy customer).

But it's quite another thing not to let software houses and programmers know the STE's new specification. The result was that, at one stroke, Atari managed to make life difficult for developers (who had to write patches so their work would run on the new machine), software houses (who had to cope with a sudden and unexplained rise in failure rates and therefore returns), retailers (whose customers were appearing and demanding instant action) and, last but not least, the customers themselves, who were being sold software that had no chance of working on their new machines.

That's quite an achievement. And, to cap it all, Atari have never, to this day, apologised. "We screwed up," they should have said: "we're very, very sorry and we'll be doing our very best to make sure it never, ever happens again."

**3.** As proof that Atari's attitude had not improved ten months later, the unfortunate STE postscript takes some beating. A large batch of STEs – some suppliers were putting the figure as high as 50% – were suffering sudden and inexplicable failures when linked to hard drives, causing data to be lost after just a few hours.

Atari's response was to be "more than satisfied" with the performance of the STE; to try to kill the story by denying it was a problem; to fix the faulty DMA port on faulty machines on request, but do nothing about recalling faulty machines before they had been sold; and then, to cap it all, to insist categorically that Atari could not guarantee that the STE would run satisfactorily with third party hard drives.

That, coming from a company with claims – or perhaps that should be pretensions – to being a business supplier, is nothing short of disgraceful. (Never mind that, a while later, Atari very quietly let slip that they'd repaired the offending DMA chip. Apparently your STE is all right if it has a red dot on the box next to the serial number.)

When is the current version of TOS, long past its sell-by date, going to get the upgrade it deserves? When is the TT version, which appears, ludicrously, to have been improved by Atari noticing *Neodesk* and *Gemini*, to become part of the ST?

**4.** Finally let's take one very small but telling point. The language disk in the new Discovery Pack is still on a single-sided disk – a little surprising when single sided disk drives disappeared yonks ago. But when the new ST owner formats a disk to back up the language disk onto, he or she will do so as a double sided disk. Result: "The source disk is not the same type as the destination disk" (one of GEM's less helpful alert boxes!). You're then dumped back to the Desktop – without having been able to perform the copying operation. Aargh!

To you or to us that wouldn't be a problem, but what on earth is a new ST owner going to make of that? Paul Glover of the ST Club tells me he's had half-a-dozen phone calls on the subject from confused Atari customers in a week.

**5.** The train tour is – we hope – one indication that Atari have turned a corner and are making a determined effort to push what is still a bloody great machine. We here at *ST FORMAT* are convinced that, if this kind of effort can continue, Atari's fortunes can be revived and the ST can enjoy even greater success than it already does.

Let me stress once again that we at *ST FORMAT* have no reason at all to want to see Atari do badly. The ST is a superb machine – at its price, we believe, the best – and your users have proved (not least by their attendance on the Whistle Stop Tour) incredibly loyal to Atari. Isn't it time for that patience to be rewarded rather than tried?

Yours,

Steve Carey

**Steve Carey**
**Editor, *ST FORMAT***

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# an open letter

## *and should do more to support the ST...*

■ Atari boss Bob Gleadow insists that 1991 is going to be *"big and successful"*

Atari Corp. (UK) Limited
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Slough Berkshire SL2 5BZ
Telephone: (0753) 33344
Telex 848401
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**Dear Steve,**

Is it coincidence that your most recent regurgitation of our recent problems comes on the day we refused to give you an exclusive insight into Atari UK's plans for the next year? *[Editor's note: see below.]* You also appear confused between the role of Atari Corp and Atari UK. However, to take your criticisms one by one:

**1.** That we are incapable of selling the ST properly. ST sales by volume will grow between 45% and 50% for our financial year ending December 1990. Whilst most companies would be ecstatic with such a result, we here at Slough do believe that we were prevented from doing better owing to the availability of inventory at certain times this year, especially on the Discovery Pack, which has proven to be a fantastic success.

**2.** The STE software compatibility issue. Atari, like all computer manufacturers, runs a software development scheme which all software developers are encouraged to join. One major objective of this scheme is to communicate from the manufacturer to the developer the "do" and "don't" list of programme structure rules. Adherence to these rules should allow the manufacturer to upgrade his product alone a pre-planned path whilst guaranteeing that software written to these rules will work on both present and future products. We did issue the guidelines, we do maintain them, and we also made the STE product introduction in the following manner:

June – We mailed developers to advise it was on its way

July – We mailed Tec Specs and so on

August – We advised that prototype machines were available to software houses

December – We shipped the product to the end user

For your information the product had been on sale in France since October without creating the furore it achieved here in the UK. In view of the above, which is standard industry practice, can you please advise what else we should have done?

Our mistake was to believe that having done all of the above and being aware that the product had been on sale in France for two months without problems, we could substitute the STE for the STFM within the Power Pack without clearly indicating the difference at retail level.

In conclusion I would point out that despite the problems of compatibility with older software the STE Power Pack was the preferred product throughout the first quarter of this year until the introduction of the Discovery Pack, which enjoyed a £100 price advantage. We completely repudiate your statement that we failed to inform software houses of the new product's specification.

**3.** The STE DMA problem. On the detail level your dates are slightly wrong – problems were first reported in May and fixed by August. However, Atari does not claim and never has claimed compatibility with any hard disk manufacturer – in fact, I believe, the reverse is true and certain hard disk manufacturers claim compatibility with Atari products. To clarify this situation for the future Atari will be providing a test and certification procedure to any third party manufacturer who wishes to claim Atari Tested Compatibility. Within this scheme Atari will provide to registered companies pre-release product engineering details and in-house test facilities, which hopefully will prevent a recurrence of the DMA incident.

**4.** The language disk. You are right; we will change it as soon as we can.

**5.** The train tour. I would describe it as one of the many successful marketing events, ranging from TV advertising to retailer point of sale, all part of a continuing effort by Atari UK to continue to achieve 50% per annum growth figures for the ST within the UK market.

In conclusion, I am still not prepared to discuss Atari's plan for next year, but I can assure you that it will be *big* and *successful* with an even greater emphasis on computers.

Yours sincerely,

**Bob Gleadow**
**Managing Director, Atari UK**

## A NOTE ABOUT "COINCIDENCES"

**Steve Carey writes: Mr Gleadow begins his reply by suggesting that my letter is sour grapes, the result of being "refused... an exclusive insight into Atari UK's plans for the next year." As a simple statement of fact, *ST FORMAT* never requested such an interview.**

**We were *invited* to visit Atari to talk to Mr Gleadow about the company's plans for 1991. But since Atari were having a planning weekend that took place after we went to press we had no option but to postpone the visit to a later date. In any case, had the proposed interview taken place, Steve Carey would have been expecting Mr Gleadow to come up with some form of response to all the above criticisms.**

■ **If you were in Mr Gleadow's shoes, what would *you* do? Are Atari doing enough? Has it been as good a year for the company as he claims? Is *ST FORMAT* stirring things up unnecessarily? – Ultimately you, the people who actually buy what Atari sell, dictate whether the company – and this magazine – sink or swim. Let us know what you think. Write to: Atari 1991, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW.**

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# the top 50 games of 1990

*In an Alan Whicker voice... And so, as 1990 becomes nothing more than a fading sunset on a motorway to oblivion, we look back at those joyous nuggets of truth, honesty and white-hot gameplay that are the ST FORMAT games of 1990. Join us, then, as we raise our lipstick-stained beer mugs, slap each other on the bottom (in a manly, public school sort of way) and say "Dear, dear 1990. I loved dear old 1990 you know." Our man with the swingometer: Andy Hutchinson*

## SHOOT-'EM-UPS

Just what is it that makes one shoot-'em-up *cor!*-inducingly better than another? If you think about it, it's not the graphics, the sound or the eight zillion field parallax scrolling. No, it's some super-duper added ingredient that makes you return to the game yet again even after those bloody-minded mid-level spike monsters with the fire spitting tongues and the bad breath have got you for the fifth time that day. With a shoot-'em-up, more than any other type of game, it's that extra ingredient which marks out the cream from the crap. Here's ten that caught the bloodshot eyes of the *ST FORMAT* boys...

## PLATFORM GAMES

The platform game has been around since the distant and very dim past of 8-bit computers – in fact the very first massive selling software title was a platform game called *Manic Miner* (takes you back a bit, eh?). The ten in this list differ wildly. With platform games, the only things that count are your timing and your eyesight, because jumps, walks, leaps and puzzles are the name of the game. So if you're easily frustrated then take the dog for a walk off Beachy Head instead: you're bound to find that much more enjoyable than dying for the fiftieth time in *exactly* the same spot, on the *same* level, with the *same* power ups

## SIMULATORS

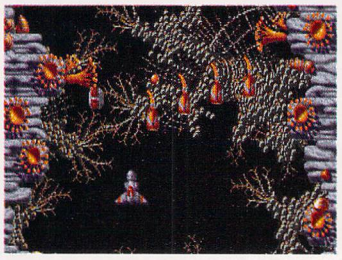
Surprisingly enough, it isn't always technical accuracy that marks out the good from the bad: a decent simulator is one which takes account of the fact that it *is* only a simulation and capitalises on that to create something that'll make more than two trips out of the disk box. Quite often the best are the ones which choose slightly out of the ordinary themes, such as a body hair simulator or a bottom burping pub toilet game. Sports, city and flight sims – all have an explicit aim to create another world that can become incredibly realistic – if you just suspend disbelief. Some are better at allowing that than others

## ADVENTURES

Once upon a time adventures used to be about finding the right word to tell the computer (">Go North. >Enter shop. >Exit shop. >Go South. >Die of boredom"), and consequently most were a test of your vocabulary and patience rather than your intellect or imagination. Transformed over the last five years, the genre has evolved into a very graphical format with the emphasis on gameplay and ease of use. The mouse has replaced the keyboard and the brain has replaced the thesaurus. Here are ten of the doodiest adventures of 1990. If you haven't looked recently, isn't it about time you re-examined your prejudice against adventures?

## PUZZLES

Why does your toast always fall butter side down? Why is belly button fluff always blue? Why do you never get pulled over by the police when your MOT and tax are fully up to date? It's a puzzle. The computer variety of puzzle comes in various shapes and dizguyzis but the weighting needs to be just right or you feel the need to take a large aubergine to your ST, and goodness knows we wouldn't want that. In many ways the most addictive kind of game you will ever play, and 1990 has seen a crop of the kind that keep you seeing squares, pipes and spherical objects when you're trying to get off to sleep



■ ***Xenon 2,*** **for many the high point of shoot-'em-ups; for others, the one that killed 'em**

## 1. *Xenon 2*
### ImageWorks

An easy choice for the top spot, and one few would argue with. This game has everything: a rocking soundtrack, wicked graphics and the kind of gameplay which the Bitmap Brothers manage to squeeze out of an ST with alarming and enviable regularity. Best moment: visiting the dodgy alien Arfur Daley in the shop

**STF rating 90%**

## 2. *Blood Money*
### Psygnosis

Psygnosis churn out exceptionally high quality games. They also have exceptionally high quality, shiny packaging which looks very, very nice on the old box shelf. This one is an absolute corker, with frantic two-player action that can't be faulted. It would hardly be going too far to call this an all time classic

**STF rating 90%**

## 3. *R-Type*
### Activision

It's impossibly difficult to convert some arcade games to the home computer, but Activision do a competent job of this mega-blast. Disappointing in some quarters, but nonetheless with quite enough bloody huge end-of-level aliens to make you shout, "Lumme, look at the tentacles on that!"

**STF rating 90%**

■ **Ocean's outrageously entertaining *Rainbow Islands* – *desperately* good fun**

## 1. *Rainbow Islands*
### Ocean

Certain games are renowned for causing the *ST FORMAT* team more than a few headaches around deadline week: this is one. Funny, absorbing and addictive – no game has the right to be this much fun. **Warning:** don't start playing this game if you've got to be somewhere else within four or five hours

**STF rating 93%**

## 2. *Rick Dangerous 2*
### Microprose

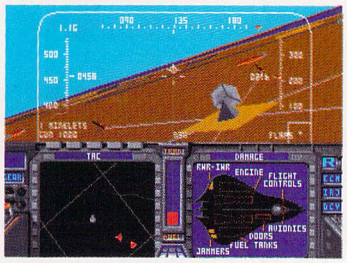
After the first *Rick Dick* was criticised, and rightly, for being too hard, the programmers tried hard to make v2 more playable. They succeeded. *Dick 2* combines wicked puzzles, doody graphics and a cutesy theme. A cross between Indiana Jones and Charlie Chaplin, Rick'll keep you playing forever

**STF rating 86%**

## 3. *Flood*
### Electronic Arts

The Bullfrogs (of *Populous* fame) put novelty and originality into a stagnant genre. *Flood* is an absolute treat. You guide a little dinosaur character around a weird landscape collecting rubbish. Instead of a clock counting down, the screen slowly fills up with water. No extinct creature should be allowed to have this much fun

**STF rating 91%**



■ **Flight sims have never been this good: *F19.* – Oh hello lunch, nice to see you again**

## 1. *F19 Stealth Fighter*
### Microprose

The mummy and daddy of flight simulators. This one is so good that mad Saddam blagged a load of copies to gen up on the American threat (he did, honest). If you don't own it yet, put it at the top of the Crimble list or use that John Menzies voucher on something more exciting than the new *Mayfair* calendar

**STF rating 96%**

## 2. *Kick Off 2*
### Anco

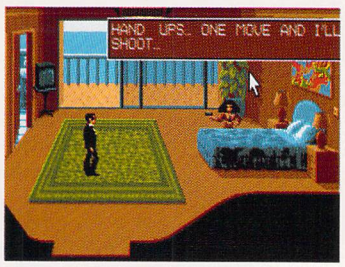
...And then there's the best soccer game of all time. Great gameplay, fast action and a four player option. The kind of game that breaks up families, ruins lifelong friendships and causes outbreaks of violence. It is also the game reviewers play when they are not reviewing games. One of the all-time classics. No argument

**STF rating 92%**

## 3. *Sim City*
### Infogrames

You stop wondering why city planners are so bad when you start making life unbearable for the citizens of your own silicon city. The most reverend Mark Higham himself still spends many a night making life hell for the little people... and then he loads up *Sim City.* The first ever playable "educational" game?

**STF rating 92%**




■ **The best adventure ever? *Operation Stealth* is certainly well up there, we reckon**

## 1. *Operation Stealth*
### Delphine/US Gold

Taking the graphic adventure to new limits is this corker from France. You take on the role of John Glames, a spy sent to recover a stealth bomber. Some seriously brainfusing puzzles are mixed in with superb graphics and unfaultable gameplay. According to many, the best thing that ever happened to adventures

**STF rating 93%**

## 2. *BAT*
### UBI Soft

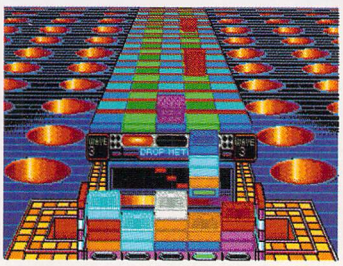
Everything about *BAT* is revolutionary, from the ease of use and the active icons to the sound card which comes with it, not to mention the sheer size of the game. All you have to do (all!) is save a planet from annihilation while at the same time keeping your bottom in two pieces. Supremely wicked game

**STF rating 92%**

## 3. *Chronoquest 2*
### Psygnosis

Psygnosis bring their own very distinctive look to the adventure format. You zip between different time zones such as Ancient Greece, Medieval France and the era of the swashbuckling Musketeers. Notable for scaring the wits out of Mark "little boy lost" Higham when one of the girly characters spoke back.

**STF rating 88%**



■ ***Klax:*** **Do not in any circumstances begin to play this game if you have to be somewhere**

## 1. *Klax*
### Domark

In the most addictive puzzler of the year, a series of tiles shuffle morosely down a conveyor belt and you have to arrange 'em in rows at the other end. A simple concept, well programmed and perfectly weighted. Perfect for *aprés Waltons* Sunday afternoons, though not one to pass away a few minutes: too addictive

**STF rating 87%**

## 2. *Light Corridor*
### Infogrames

The game of Pong, brilliantly updated in this superb test of hand and eye coordination. You control a paddle, with which you knock a large silver ball down a corridor. Like pinball from the ball's point of view and one of those games that you find yourself seeing in your mind's eye when you're trying to sleep

**STF rating 82%**

## 3. *E-Motion**
### US Gold

"He said the elasticity connected with molecules in the process of continual change in relation to the physical position of said objects." "What did you say, Dot?" "I said, your tie's in your gravy, you wally!" A bizarre but playable game about particles and Einsteinian motion

* *Gravy not included*

**STF rating 76%**

## SHOOT-'EM-UPS

### 4. *Thunderstrike*
**Millennium**

This radical 3D shoot-'em-up provides a new twist to a jaded format. Wicked graphics and lots of tasty little extras make the game really worth playing. Saucier than a very saucy thing, faster than a very fast thing and hotter than a plate full of chillie-peppers. Not one for your granny, probably

**STF rating 88%**

### 5. *Turrican*
**Rainbow Arts**

Reviewed last issue, the new kid on the block *(blurg, puke)* takes the shooting explore-'em-up to new and dizzy heights. Whacking great fists and loadsa bats make life very hard, very tough, but very rewarding – provided you can stay the pace. Just the kind of thing to take out your post-Christmas huff on

**STF rating 82%**

### 6. *Simulcra*
**Microstyle**

Taking the *Thunderstrike* style one step beyond is this nifty little title. You control a buggy-cum-spaceship-cum-deathstar which has to bring down forcefields while fighting off the hordes of nasty blighters who want your goolies for the mantelpiece. Only duff thing about the game: what the *hell* does that name mean?

**STF rating 81%**

### 7. *Wings of Death*
**Thalion**

Taking a step in both directions at once – not quite as painful as it sounds – is this traditional ruin-their-day-'em-up. Piloting your wonder ship, you transform from a pesky li'l mosquito into a mighty eagle, drilling holes in just about anything which comes your way. Go ahead, punk, make my bed...

**STF rating 81%**

## PLATFORM GAMES

### 4. *Batman*
**Ocean**

With *Batman* the monster movie hit of last year, it wasn't a surprise when this game, combining platforms and car racing in a nifty package, sold many thousands. A batjump above your average licence, though we perhaps overrated it on first release. Hence it gets a lower position than its mark would indicate

**STF rating 91%**

### 5. *Strider 2*
**US Gold**

Son of Strider, striding about in a very striding sort of way, Strider has to wave his sabre (ooer, etc) at all the nasties out to get him. The main twist is that when he warms up he transforms into a menacing robot with a death wish. Not a classic, for sure, but a damn fine bit of striding, as Dale Cooper might put it

**STF rating 79%**

### 6. *New Zealand Story*
**Ocean**

In this, the first of 1990's bumper batch of cutesy games, you move a furry blob around the levels, avoiding the wildlife and collecting the collectables within an increasingly impossible time limit. Pixel perfect jumping required, with very little chance of success unless you really, really work at it. Just brilliant

**STF rating 78%**

### 7. *Indiana Jones and the Last Crusade (the arcade game)*
**US Gold**

Another super-large licence from the Lucasfilm stable. The basic plot of the film is replicated, with Indy conquering rats and climbing granite walls. Pretty goddam frustrating in parts. Oh yeah, and Dad came too

**STF rating 77%**

## SIMULATORS

### 4. *Wayne Gretzky's Hockey*
**Mirrorsoft**

Attempting to recreate ice hockey on a computer is always a hard task, so it's reassuring that Wayne's offering has all the violence left in. Yes, folks, in this game you can turn your teammates' faces into goo and then have a shower together after the game

**STF rating 90%**

### 5. *3D Tennis*
**Palace**

Adopting a revolutionary graphical style, Palace score a big hit with this great, great tennis game. The fact that the players look like stick men who've been run over several times by a steam roller doesn't detract from the game's playability one bit. One to wear out your joystick

**STF rating 88%**

### 6. *Greg Norman's Ultimate Golf*
**Gremlin**

Everything is variable – including the advice of the caddy: "Sir, I'd recommend a wood... Yes, but the wood goes better with your jumper, Sir... Oh, and how should I sod off, Sir? No, Sir, a three-iron would be better suited to clubbing me senseless..."

**STF rating 86%**

### 7. *Fighter Bomber* –
**Activision**

Loads of different planes and a plethora of missions single *Bomber* out. You can fly practically any plane you like, practically anywhere in the world, practically. Of course don't try landing a light plane in Red Square or you could end up filling cruet sets in a Siberian salt mine

**STF rating 84%**

## ADVENTURES

### 4. *Mean Streets*
**US Gold**

The detective story gets kicked into the 21st century with dark and atmospheric *Mean Streets*. You are Tex Murphy PI and you're investigating a murder. Searching houses, hacking computers and stomping on heads – this is the lot of the futuristic PI. A very addictive puzzler, now with added humour

**STF rating 84%**

### 5. *Space Quest 3*
**Sierra**

A bodacious graphic adventure with an extremely slick and professional feel to it. Packed full of headnumbing puzzles, the third *Space Quest* game reaches new heights of hand-on-face, tittering chuckles. The kind of adventure that adventurers love, and impress non-adventurers with as an example of what can be done

**STF rating 83%**

### 6. *Zak McKracken and The Alien Mindbenders*
**Lucasfilm**

Striking a note with kiddies, adults *and* games reviewers, this one has a decidely movie-like feel, enabling you to interact with some very weird characters indeed. Very nearly a stunningly good game

**STF rating 82%**

### 7. *Loom*
**Lucasfilm**

Yet another from the Lucasfilm factory. Bobbin is a weaver. He has a nice cloak and he's also nifty with a magic staff. You have to save his guild from spending eternity as a gaggle of geese and in the process restore harmony to the troubled land. Super graphics, super jokes and whizzy magic spells

**STF rating 81%**

## PUZZLES

### 4. *Pipe Mania*
**Empire**

Taking its cue from the legendary *Pipeline* game of eons ago, *Pipe Mania* involves a body of water making its way around the screen. You have to lay down a series of pipe connecters before the fluid comes gushing out of the last pipe. Opinion is divided: Higham loves it, the rest of us loathe it

**STF rating 76%**

### 5. *Manix*
**Millennium**

Fat Filbert's in trouble, his cosy little world turned upside down by some malevolent force with a sick sense of humour. To restore the landscape to its original hue and colour, you bounce around, avoiding the hazards such as spikes and acid. Like *Pacman* on waccy baccy, according to Higham (who should know)

**STF rating 71%**

### 6. *Plotting*
**Ocean**

Whittle away a wall of blocks, each of which has a different pattern on it. To do this you fire a similarly patterned block at it, and then the blocks above drop down. The two-player mode is brilliant 'cos you can upset the other player's game by playing really selfishly (tee, and in a very real sense, hee)

**STF rating 72%**

### 7. *Vaxine*
**US Gold**

Well received *E-Motion* follow-up, mainly because of superb graphics and sheer phenomenal speed. A body is invaded by some thoroughly 'orrible germs – and you're the cure, a dose of penicillin sent to destroy them. It's doctors and nurses at a particle level, and every bit as much fun as it sounds

**STF rating 84%**

■ **A seriously fast and innovative 3D monster: the quite brilliant *Thunderstrike* (number 4)**

## 8. *Rotox*
### US Gold

Looking like Robocop with a Jetpack and a headache, *Rotox* is a slightly weird build-and-then-blow-'em-up, set in a futuristic world. The varying player viewpoints make it highly playable and joystick fracturing in the extreme. Not everyone's cup of tea, but an excellent, violent outing in the best traditions of the genre

**STF rating 81%**

## 9. *Saint Dragon*
### The Sales Curve

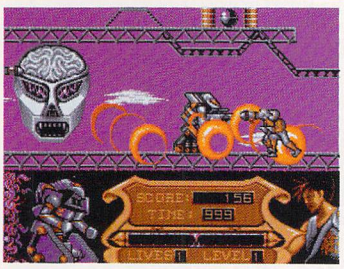
One of a sudden, inexplicable outbreak of "Dragon" titles, this shoot-'em-up has a couple of tasty twists that make it eminently addictive. You take on the role of a swivelling multi-segmented Dragon. The mission: destroy everything in sight – and then get straight home for tea and biscuits, young man

**STF rating 78%**

## 10. *Anarchy*
### Psygnosis

In something of a departure from the usual Psygnosis style, *Anarchy* has a very small, dinky box and is a cover version of that classic game, *Defender*. Loads of add ons, a screaming soundtrack and just *luverly* gameplay. Not exactly what you'd expect from Psygnosis, but what the hell, a great game anyway

**STF rating 77%**



■ **A damn fine bit of striding, and no large error: US Gold's *Strider 2*, right up there at number 5**

## 8. *Axel's Magic Hammer*
### Gremlin

Yes, well, basically Axel has this great big hammer to smack on all the nasty creepy crawly walky roundy things which people – er, *occupy* Funnyland. Then he has to rescue the pretty princess and take her back to his bijou residence for a fairytale romp ever after. Quite

**STF rating 76%**

## 9. *Twin Worlds*
### UBI Soft

Revenge is the name of the game in this platformer from France. You're an Elf on a mission, namely to sort out the nasty so-and-so's who did your dad over – and then it's gnome-ward bound *(eurgh!)*. By no means as sickly cute as this brief summary would suggest, *Twin Worlds* has quite a following

**STF rating 69%**

## 10. *Toyottes*
### Infogrames

A humorous little game, this. You are Cyprian, sent by the king to find his son Barnaby. Bags of weird and wonderful creatures and some cunning puzzles to keep you guessing. On reflection, however, we don't believe it's lasted quite as well as we originally reckoned. Hence it gets a lower position than its mark suggests

**STF rating 81%**

■ **Without a doubt the best flight sim for anyone who hasn't used one before: *F-29* (at number 9)**

## 8. *Debut*
### Pandora

Not ones to go for the small theme, Pandora aim to do nothing less than simulate an entire sodding planet. You can monkey around with the atmosphere, the climate, the water and life as we know it. Best bit: being environment unfriendly and making life absolute hell for the poor creatures living on the planet

**STF rating 77%**

## 9. *F29 Retaliator*
### Ocean

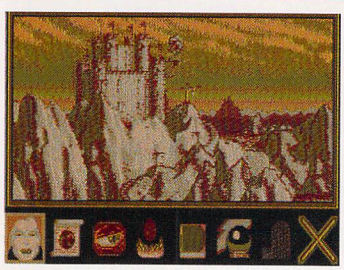
Not a particularly realistic simulation, but nonetheless extreme fun and my personal favourite. All that hi-tech weaponry and super fast graphics give me a serious case of hot rocks syndrome. And it's friendly, too: definitely the flight simulation for people who find flight simulations more trouble than they're worth

**STF rating 76%**

## 10. *Cricket Captain*
### D & H Games

Every facet of the game of cricket can be changed in this nifty sim. You can manage or play or both, and all standards of play are catered for, from international to *ST FORMAT* second Eleven (never picked up a bat in their lives). Playing this game is far more interesting than watching the real thing (but that isn't saying much)

**STF rating 73%**



■ **RPG meets graphic adventuring in this tasty Thalion click'n'point-'em-up (number 10)**

## 8. *Dragon's Breath*
### Palace

"What's the matter, perm go wrong?" "No, I bred this dragon too quickly and it pooped on me head." That's just one of the problems you face in this really rather wizard game. Breed dragons and send them on daredevil missions to face wicked people, or just down the shops for a packet of Jaffas and some toffee Poppets

**STF rating 92%**

## 9. *Drakkhen*
### Infogrames

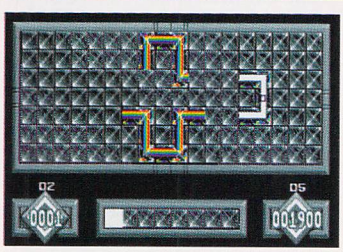
A medieval romp through some lovingly tooled locations is the order of the day in this French *aventure*. Ironically enough, in this one you've got to mince around wiping out dragons rather than breeding them (see 8). Lots of friendly point-and-click action. But what's this sudden fascination with dragons, anyway?

**STF rating 79%**

## 10. *Dragonflight*
### Thalion

Role playing crossed with graphic adventure games in this tasty Thalion game. Once again those pesky dragons are the cause of all the grief. This time they save the earth from a severe bout of the grievous nasties. Loads of clicking, pointing and helping elves. Great if you like that sort of thing, which you do

**STF rating 71%**



■ **Opinion is divided on *Loopz* (number 10): Hutchinson loves it, the rest of the team hate it**

## 8. *Atomix*
### Thalion/Active

Not more sub-atomic jiggery pokery, surely? Well yes, it is actually. Your mission is to create molecules by shunting atoms about, sort of like the Enola Gay really. There are 30 levels of an extremely wicked nature just waiting to ruin the day of anyone with a God complex who thinks he can complete the whole thing

**STF rating 79%**

## 9. *Blockout*
### Rainbow Arts

*Blockout* is a yet another variation on a well-worn theme, a 3D version of the 1988 Russian blockbuster *Tetris*. Aim a series of funny shaped blocks down a tunnel so they fall flat along the bottom. The shapes can be rotated in three dimensions, but after two or three levels you soon learn that your joystick can't

**STF rating 72%**

## 10. *Loopz*
### Audiogenic

You create loops. And, er, that's it, really. Not as simple as it seems, and maddeningly addictive. *(Note: Hutchinson insisted on us putting this one in, even though the rest of us thought it was crap – Everyone else)*

**STF rating 58%**

■ **What do *you* reckon? Send your own list to Top Ten Games 1990, *ST FORMAT*, 30 Monmouth St, Bath**

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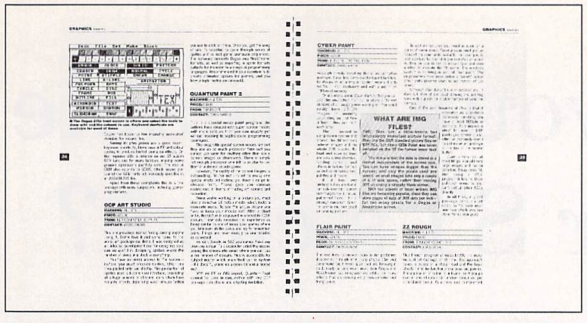

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Frontier's Forget-Me-Clock II Cartridge With Pass Through

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To read Side 2 with a double-sided drive just double-click the left mouse button on the folder named SIDE_2. It should open up like a normal folder, listing all the files contained within.

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## GOLDEN AXE

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**SIDE:** 1
**MACHINE:** ALL COLOUR STs
**FOLDER:** GOLDENAX
**FILES:** NEOFUN.PRG, GOLDENAX.TOS

*ST FORMAT* is proud to present a fully-playable demo of *Golden Axe*, the new fantasy beat-'em-up from Virgin. It's reviewed on page 87 – but don't turn that page yet! Take the game for a little test-drive round the block, play it for yourself, *then* read the review and see if you agree with our assessment.

In this demo version, you play the part of Tyris Flare, a tough but – if you'll pardon the slightly sexist expression – delectable Amazonian woman. Armed with your trusty ninja sword, you are out to squash (or, if you prefer, cut off) the head of one Death-Adder, an evil meanie who's responsible for the death of your poor old Mum and Dad.

On your way you encounter death in several forms, since there are tons of Death-Adder's troops out looking for you. The first group you meet are heavily armed centurions who are out to thrash you and bash you until you drop.

In this version of the game you have unlimited lives, but it's not really a lot of fun just being killed all the time, so if you want to practise (for when you buy the real thing) here's what to do:

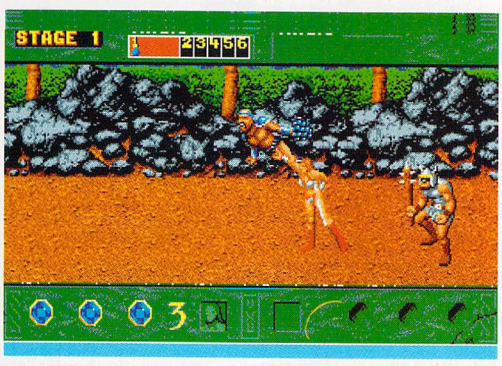
- To move to the left or the right, simply push the joystick in the corresponding direction.
- To move into the screen (that is, forward), push up on the joystick; to move out, pull it down.
- To fight in close combat, hit the Fire button repeatedly. Tyris Flare herself decides what tactic to use, depending on her opponent and its position, 'cos that's the kind of independent, got-her-act-together sort of woman she is.
- To do a reverse chop, making Tyris spin around on the spot and lash out behind herself, hit the joystick Fire button while pushing in the opposite direction to the way Tyris is facing. So if she's looking left and an enemy is behind her, hit the Fire button and pull right, towards the enemy.
- To do a flying chop, first push the joystick up and hit Fire to make Tyris leap up into the air. Then when she's on the way down, you can repeatedly stab the Fire button to make her hack the head of any opponent who is dumb enough to be standing within slashing range.
- To barge an opponent out of the way, push the joystick left or right (depending on the direction you want to go) once to make Tyris start walking. Then push again in the same direction to start her running. Finally hit the Fire button to make her jump using a side kick to knock her adversary to the floor.
- To deal with the little blue gnomes that appear from time to time, simply approach them from behind and give the Fire button a stab. Tyris kicks them firmly in the bottom, whereupon they drop magical goodies for her to use.

This demo version, however, has no magic powers working (awwww!), so you need to get the real thing if you want to find out what they do.

### STARTING OUT

Enter the GOLDENAX folder by double-clicking on it and then run the GOLDENAX.TOS program by double-clicking on that too. Then just wait for the program to load up and decompact. Just in case you're wondering, you're the dainty-looking character in the, er, bikini.

**■ Turn the page for an introduction to the second fully-playable demo on the Cover Disk, Ocean's brain-straining puzzle game, *Puzznic***




**■ Take the role of Tyris Flare, the well 'ard Amazonian beauty, and go out boshing a few nasties in fantasy land with your *Golden Axe***

**■ Warning! Any attempt to imitate Tyris Flare by wandering down the street in your bikini, wielding a huge weapon, is likely to get you nicked!**

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## PUZZNIC

**BY:** OCEAN
**SIDE:** 1
**MACHINE:** ALL COLOUR STs
**FOLDER:** PUZZNIC
**FILES:** OCEAN.PC1, PUZZNIC.CMP, PUZZNIC.PRG, PUZZNIC.PC1

Yet another *exclusive* playable demo comes to you courtesy of *ST FORMAT* and Ocean, in the form of *Puzznic*, the maddeningly addictive puzzle game. (This one's reviewed this issue as well, on page 73 – but why not put us to the test again and play the game before you read the review?)

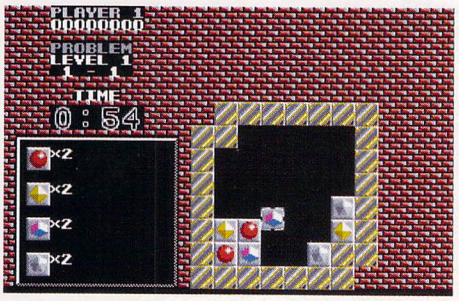
There are four full levels for you to get stuck into. Your task is to move similar blocks so that they touch each other, either side-by-side or on top of each other. When you join two or more blocks they disappear, leaving you to get on with all the other groups of similar shapes. If you can make all the blocks disappear before the time runs out, then you move on to the next level, inheriting a time bonus before you go.

Moving the blocks about is easy, but working out where to move them is harder. A flashing square cursor appears on screen and this can be moved about using the joystick. Position the cursor over the block that you wish to move and then hold down the Fire button. Now when you move the joystick the block concerned will move too. This enables you to slide it along the floor or over the edge of a precipice so that it ends up next to another block of the same type.

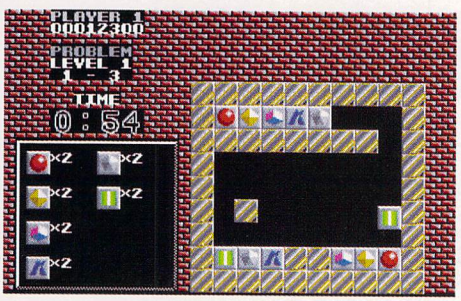
Beware, though! If there are three blocks all the same, you must make them all disappear at the same time. If you don't, you are left with one remaining block which cannot be removed and the level cannot be completed.

The panel on the left gives you a summary of the distribution of blocks and tells you how many need to be paired or tripled in order to win the level.

You can use lifts and sliding floor blocks to help you by placing blocks on top of them, to be carried up and down while you reposition blocks below.




■ ***Puzznic*, Ocean's arcade puzzle game, is guaranteed to send you square-eyed! Push the blocks about, make the matching ones touch each other and clear the level**




■ ***Puzznic's* later levels feature helpful lifts and sliding platforms which you can use to help you move the patterned blocks to their correct positions – or out of your way...**

### STARTING OUT

First enter the PUZZNIC folder by double-clicking on it. Then just double-click on PUZZNIC.PRG and wait for the OCEAN screen to be displayed. You are now in the game and level one awaits you.

## DEGAS HISTOGRAM

**BY:** PUBLIC DOMAIN
**SIDE:** 1
**MACHINE:** ALL COLOUR STs
**FOLDER:** DEGHISTO
**FILES:** DEGHISTO.ACC, DEGHISTO.RSC, DEGHISTO.DOC

This useful accessory is a boon for all users of the popular *Degas* or *Degas Elite*. It runs as a hidden .ACC program, and must be accessed from within a *Degas* art package.

*Degas Histogram* can give you an accurate breakdown of the colour distribution in any of your *Degas* workscreen slots. It enables you to examine the usage of all of the colour palette registers, and the information is displayed as a neat histogram or bar chart, showing percentages for each one. You can even isolate palette colours and view the *Degas* screen in individual colour slices.

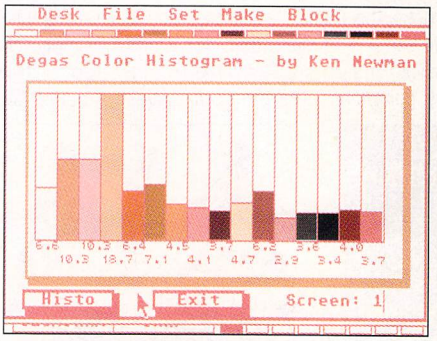
### STARTING OUT

For more information on the program, read the DEGHISTO.DOC file. Do this by double-clicking on it and selecting SHOW (on screen) or PRINT (if you have a printer connected).

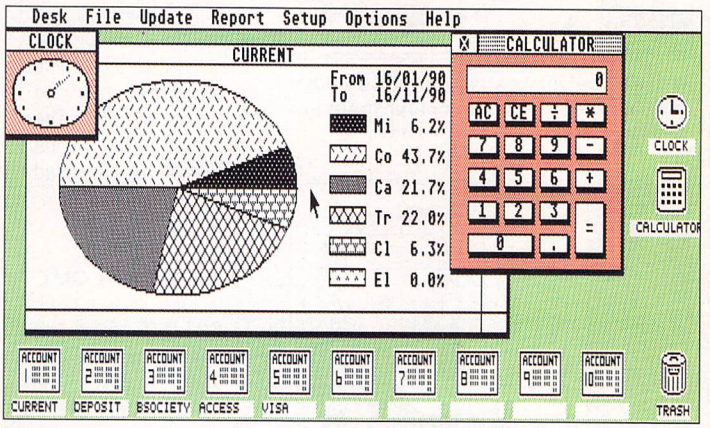
To use the accessory, you must copy DEGHISTO.ACC and DEGHISTO.RSC to the same disk that contains your version of *Degas*. The two files must lie in the root directory (the main directory that contains all the other folders, but isn't a folder itself).

**WARNING!** Do not copy DEGHISTO to your original copy of *Degas:* this may invalidate any warranties you have (or screw up your original software if things go wrong). Make sure you are using a backup copy of *Degas*.

To use DEGHISTO, first reset your ST with your new *Degas*/DEGHISTO disk in the drive. The DEGHISTO accessory is automatically loaded and stored away in memory, waiting for you to use it. You find it in the DESK menu in the top left hand corner of the *Degas* display. To activate it when you want to run it, simply highlight it by placing the cursor over the name DEGHISTO and then click the left mouse button.




■ **Find out just how colourful your pictures really are using this Histogram accessory from within *DEGAS Elite***




■ ***Personal Finance Manager Plus* can handle all your accounts, standing orders and budgeting – as well as add up and tell the time**

## PERSONAL FINANCE MANAGER PLUS

**BY:** MICRODEAL
**SIDE:** 2
**MACHINE:** ALL STs
**FOLDER:** PFMPDEMO
**FILES:** PFMPDEMO.PRG, PFMP.CFG, PFMP.RSC, EPSON.PCD, EXAMPLE.MNY, MANUAL.TXT, README

Sort out your finances for the new year with this demonstration version of *Personal Finance Manager Plus*. It can help you to plan for regular incomings like salaries, blackmail cheques, alimony payments and so on, while taking into account all those regular outgoings, like standing orders to the betting shop, protection money and the like.

Full documentation is in the file MANUAL.TXT, which you should print out or read before plunging into *Personal Finance Manager Plus*. Some features like printing have been disabled on the demo version, and it's wise to read README too, where all is explained.

### STARTING OUT

Open the PFMPDEMO folder and double click on PFMPDEMO.PRG. *Personal Finance Manager Plus* loads automatically and runs in medium or high resolution. It does not work in low resolution.

■ **Need more help? Want to know more about what *PFM-Plus* can do for you? Simply turn to our special feature beginning on page 214.**

## DOT2DOT

**BY:** D A BRUMLEVE
**SIDE:** 2
**MACHINE:** ALL COLOUR STs
**FOLDER:** DOT2DOT
**FILES:** DOT2DOTS.DAT, DOT2DOTS.LST, DOT2DOT.PRG, DOTMAKER.LST, DOTMAKER.PRG

*Dot2Dot* is one of the best and most enjoyable PD educational programs available for pre-school kids (but why confine the fun to them?). In it, you have to join a sequence of dots – labelled with numbers or letters – to produce a picture. Then you can colour in the masterpiece using a more than generous palette.

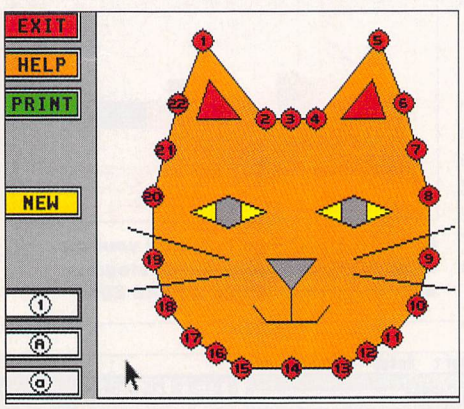
Once the program has loaded you can choose which picture to complete by clicking on NEW. To make the picture, take the mouse to dot 1 and click, then dot 2 and click, and so on. Once the picture is completed, the program moves onto a colouring screen where the pic can be completed by selecting colours from the palette and clicking in the relevant area to be coloured. When you have finished, click on DONE and the program returns to the drawing screen.

There are three small boxes at the bottom of the drawing screen which enable you to select what characters appears in the dots: you can choose numbers and upper or lower case letters. And finally, you have the option of dumping the sequence of dots or the outline pic itself to an Epson-compatible printer.

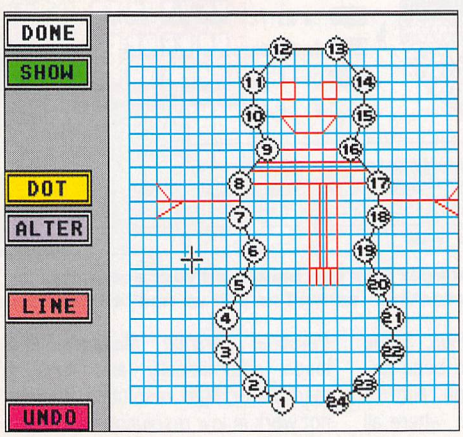
***Dotmaker*** is a complementary program which allows parents and teachers – or anyone with that creative streak, really – to make their own *Dot-2Dot* pictures.

After loading the *Dotmaker* program you can opt to edit an existing picture or create a new one from scratch. If you wish to work on an existing picture, LOAD it first, then click on EDIT. To create a new picture, you begin by simply clicking on EDIT. To add dots click on DOT, move the mouse to the grid and then click on the position of each dot in order. Lines can be added using LINE; these are used to help identify any object in the picture and do not influence the puzzle itself. Dots can be removed or replaced using ALTER, and UNDO removes the last dot or line entered.

After the picture is completed, click on DONE to return to the main screen. The picture can now be saved and later used in *Dot-2Dot* or printed, or both.




■ **After you've created your dot-to-dot masterpieces, you can colour them in using simple paintbox fill commands**




■ **If you get bored with the range of dotty pictures, you can always design your own. Anyone want to have a go at designing a dot-to-dot nuclear power station?**

### STARTING OUT

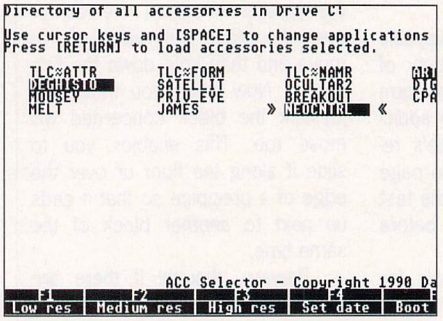
Double click on the DOT2DOT folder to open it, then double click again on DOT2DOTS.PRG. Follow the on-screen prompts as the program loads. To use *Dotmaker* open the folder in the same way and double click on DOTMAKER.PRG.

■ **This issue *STF* begins a survey of PD edsoft – see page 192**

## SELECTOR

**BY:** DAVID HEILAND
**SIDE:** 2
**MACHINE:** ALL STs
**FOLDER:** SELECTOR
**FILES:** ACC_SELC.PRG, DESKTOP.INF, MEDIUM.INF, HIGH.INF, README.DOC

This handy utility makes starting up your ST an easy, flexible task. The program runs automatically when installed and enables you to select up to six accessories (which must be on the same disk) at boot-up time. A menu is displayed showing all your possible choices, as well as a number of extra options for booting up in HIGH, LOW or MEDIUM resolution, changing keyclicks, altering the Screen Hz rate and more still.




■ **The accessory selector asks you exactly which accessories you want to load at the beginning of each session. You can also tweak the resolution and the sync rate before the Desktop appears**

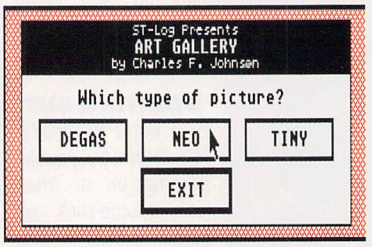
### STARTING OUT

Read the file README.DOC for notes from the programmer himself and then format a blank disk. Use the "Create Folder" facility of GEM to make an AUTO folder and then copy ACC_SELC.PRG into it. Copy all your favourite accessories to the root directory (that is, not in any folders) on the same disk. Now when you boot from this disk, *Selector* automatically takes over and displays your options.

## ART GALLERY

**BY:** CODEHEAD SOFTWARE
**SIDE:** 2
**MACHINE:** ALL STs
**FOLDER:** ARTGALRY
**FILES:** ARTGALRY.ACC, ARTGALRY.TXT

This neat accessory gives you the ability to view any DEGAS, NEOCHROME or TINY screen picture at the touch of a button, before returning to your original program. It shows a directory of files which could be displayed and you simply select the one you want. The screen changes to that of the picture and stays that way until you click the mouse button.




■ **The Art Gallery accessory can load three types of picture files, whenever you feel the need to take a quick peek at your pics**

### STARTING OUT

First read ARTGALRY.TXT for information from the programmer himself and then copy ARTGALRY.ACC to the root directory of a blank disk. Reset the ST and the accessory is automatically loaded and stored in memory waiting for you to select it. You access it by looking in the GEM Desk menu, in the top left hand corner of the screen, highlighting the name and clicking the left button.

## IS YOUR DISK A DUFF?

**In any disk duplication as earth-shatteringly humungous as *ST FORMAT*'s, it's possible that a tiny proportion of disks might be faulty. If you're unlucky, sorry.**

**You're guaranteed a replacement if you send your disk to *ST FORMAT* January disk returns, Discopy Labs Unit A, West March, London Rd, Daventry, Northants NN11 4SA.**

***Do not send it to any other address.* Only Discopy Labs can replace your duff disk. We have no spares ourselves and are too busy putting the mag together to be able to help. Sorry.**

# GAZZA II

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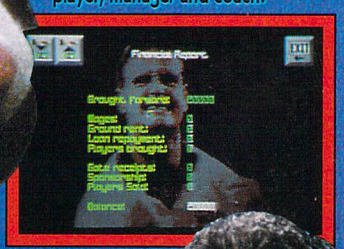


Amiga screen shots shown
Features taken from Atari ST and Commodore Amiga versions
Features may vary depending on format

**Gazza II - the football game that will have you playing until the next World Cup!!**

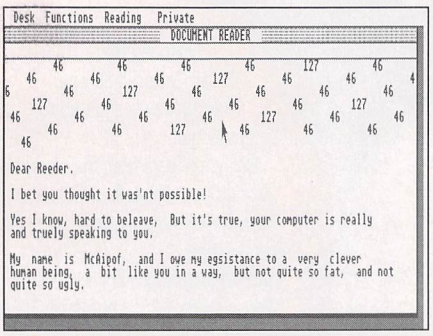
EMPIRE SOFTWARE 4 THE STANNETTS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS15 6DJ

EMPIRE

## READER

**BY:** PUBLIC DOMAIN
**SIDE:** 2
**MACHINE:** ALL STs
**FOLDER:** READER
**FILES:** READER.PRG, HELPFILE.DOC

This handy little program reads text files back to you, in almost perfect English (or any language, depending on the language of the file). All you need to do is tell it the name of the file you want read to you and away it goes. It can handle questions and exclamations by raising and lowering the pitch of its voice, in exactly the same way as a real person would. Who knows? It could be reading the news in a few years!




■ ***McAipof Reader*** **is a document reader which can recite text files to you while you sit back and listen. Lazy? Now you don't even have to look at the screen!**

### STARTING OUT

Open the READER folder by double-clicking on it. Then just double-click on the file READER.PRG and the reader loads and is ready to run.

***STOP PRESS!*** **Because of an unforeseen compatibility problem, some STs may not be able to run *Reader* correctly. Whoops! We're sorry! If your ST comes up with a line of bombs when trying to load this program, fear not.**

**Just reset your machine and wait for next month, when *ST FORMAT* includes a second version of the program which cures the problem.**

**If you're not affected, then you can put your feet up and enjoy the dulcet tones of your ST's new-found voice.**

*Do what my son, knock it on the head etc, it's the...*

# COVER DISK HOTLINE

# 0225 442244

## WEDNESDAYS (2pm to 6pm)

Flummoxed by files? Dumbfounded by disks? Perplexed by Cover Disk programs? If you have a problem with the disk – and you're sure there is no corrupted data – phone 0225 442244 between 2pm and 6pm on Wednesdays with your query. Ask nicely for *ST FORMAT's* Cover Disk Hotline and in short order you'll be through to our Disk Editor or one of his handy helpers.

Before you call have ready the info we need to help you: the model of your machine; the version of GEM/TOS you're using; and details of anything you've got attached to (or plugged inside) the computer. Have the disk handy and your ST up and running, and a pen and paper handy to take any notes.

# ENOUGH TO GET YOUR BACK UP

Because the oooh-it's-tight-in-here *ST FORMAT* Cover Disk is non-standard and squeezes in a whacking great 700K of data *per side,* the back-up procedure is not standard. Follow these steps, though, and you won't encounter any problems. Do it any other way and you could mangle your Cover Disk. And then where would you be?

1. Format a couple of blank disks – single-sided if you've got a single-sided drive, double-sided if you have a double-sided drive.
2. Write-protect the original Cover Disk and insert it into the drive (if you have two drives, you lucky devil, insert the Cover Disk into drive B). Double-click on the drive B icon to open a window showing Cover Disk contents. If you haven't got a second drive, a message appears requesting you to put disk B in drive A. Simply click on OK.
3. Insert one of the freshly formatted disks into drive A. Double-click on the drive A icon and open up a window. You may be asked to insert disk A in drive A – you already have, so just click on OK again.
4. Highlight each folder in the drive B Cover Disk window and drag them into the drive A window, one at a time.
5. If you have only one drive then you'll be asked to insert disk A and disk B at regular intervals. Don't mix the two up! Disk B is the Cover Disk and disk A is the freshly formatted disk.
6. When you get a "disk full" error message, recopy the last folder – and subsequent folders – onto the second freshly formatted disk.
7. Double-sided owners, double-click on SIDE_2 once you've finished copying all the folders from side A of the Cover Disk, and repeat the above.
8. Don't forget, you must not try to use the standard Atari disk copy function (dragging floppy A onto floppy B) – it won't work.

# SINGLE SIDED? YOU DON'T HAVE TO DO WITHOUT!

**You single-sided drive owners don't have to miss out: to get hold of the B-side of this issue's Cover Disk, all you have to do is send your name and address with a cheque or postal order for £1.75 to: January B-Side Disk, *ST FORMAT*, 30 Monmouth Street, Bath Avon BA1 2BW. Please be patient, though: we usually do B-sides in batches once a month, and if yours arrives just after we finish one... sorry, it'll just have to wait.**

# THE DISK NEEDS YOU!

We need *your* software – games, utilities, demos – anything good, original and preferably short. If you've written anything worthy of the *ST FORMAT* Cover Disk (and remember, it's the ones we reject that makes ours the best), send it with this form and full documentation to: Neil Jackson, *ST FORMAT* Cover Disk Editor, 30 Monmouth St, Bath BA1 2BW. Allow four weeks for a reply.

**Name** _____
**Address** _____
_____
**Daytime 'phone** _____
**Program title** _____
**Size of files in K** _____
**What's so brilliant about it** _____
_____
_____

Don't forget to: ■ Include on-disk and paper documentation ■ Write your name and address on the disk ■ Use a virus-free disk ■ Keep a copy of your program, because contributions are non-returnable

**Please sign the following declaration:** This program is submitted for publication in *ST FORMAT*. It is wholly my own work and I agree to indemnify Future Publishing against any legal action should copyright problems arise.

_____ Signed

**Note: we pay out *up to* £800 for contributions to our Cover Disk. But to earn that kind of dosh, of course, you'd have to write something pretty spectacular, original and complex.**

# READING DOCUMENTATION FILES

In virtually every folder on the Cover Disk there's a file with the extension .DOC. This is a help file containing instructions on using the program in that folder. Be sure to read all help files and README files before running any program.

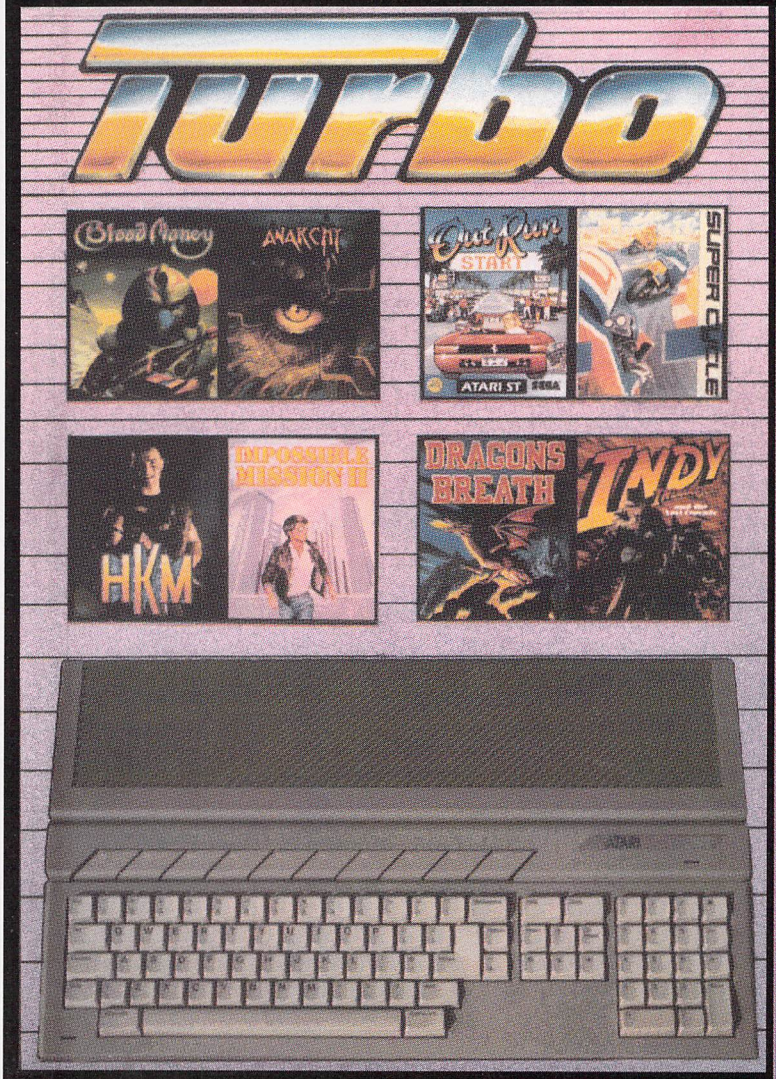
To read a help file (or .DOC file), simply double-click on it. Click on CANCEL if you don't wish to read the file; click on PRINT to send the document to a printer; click on SCREEN to send the text to your monitor.

After each screenful of text the display halts. To scroll up one line at a time, press [Return]; to scroll up a complete page, press the spacebar; to return to the Desktop, press Q or [Control]-C.

Future Publishing Ltd cannot be held responsible for improper use of any programs on the Cover Disk or for any damage resulting, so if you wreck your entire disk collection because you fail to read a help file, it's your problem, tough luck, them's the breaks, etc. Follow the instructions and you'll be OK.

# ATARI ST

"E" & "FM"

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# this is INTERPHASE

COVER DISK 1 ST FORMAT

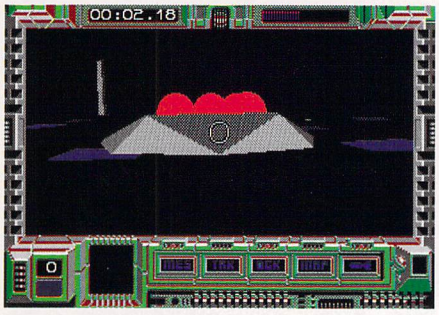
## The story so far...

**In tomorrow's almost wholly automated world, the employment-starved population is fed by the leisure industry. Gone are today's more traditional pursuits. Music, cinema, the theatre – even video games – are joys of the past. The entertainment medium of the future is DreamTracks, recorded patterns of pure imagination produced by Dreamers. Visit foreign lands, planets or solar systems from the comfort of your own armchair. Smell, touch, taste, hear, live the dreams of others imaginative enough to produce them.**

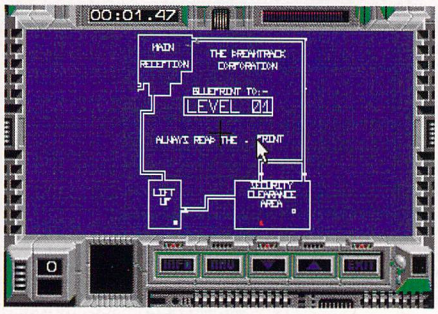
**Chad is a successful Dreamer whose career is about to rocket – until he discovers that his latest Track is laced with deadly subliminal images capable of destroying the mind of anyone who experiences it! Horrified by the possibility of even greater global vegetation, Chad sets out with his opposite sex partner, Kaf-E (complete with symbiotic appendage), to recover and destroy the Master Track from the DreamTrack Corporation's High Security building.**

## Now read on...

***This month's special extra Cover Disk features a first for ST FORMAT: not just a demo, but the full version of the FORMAT Gold winning Imageworks classic, Interphase. Now here's the game manual, in full: the complete official guide to the scenario, the game world , all the controls – everything you need to get started!***




■ **Through Chad's eyes you get an overview of the game world in 3-D**




■ **The blueprint screens give you a schematic view through Kaf-E's eyes**

■ **You are Chad, the renegade Dreamer whose task it is to retrieve the Dream Track that could enslave the world!**

To minimize the risk of being caught, Kaf-E's gone into DreamTrack Corporation's HQ on her own. Taking the role of Chad, it's up to you to guide Kaf-E safely through the complex security system to the top of the building. Once at the top she must collect the correct DreamTrack from the vaults before making her way back down through the building to the exit.

Thanks to an interface between man and machine known as the *Interphase* (hence, no doubt, the title), Chad can influence the building's electronics with his mind, and consequently tap the security system for information essential to ensuring Kaf-E's safety. The *Interphase* also enables Chad to intercept any messages from Kaf-E.

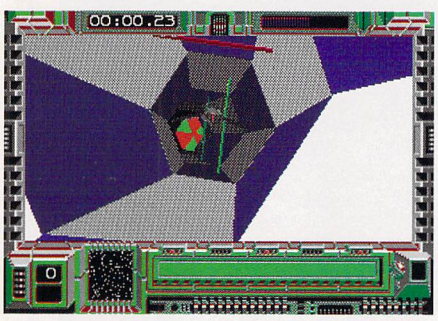
Chad's viewpoint is represented by an abstract three-dimensional environment, which is where the action takes place. Kaf-E's plight, on the other hand, is shown on a two-dimensional blueprint of the building's floors.

Objects in the 3D world relate to those shown on the two-dimensional blueprint, and the two different states and relevant information are accessed through the blueprint screen.

The blueprint for each of the 12 floors is shown only when the relevant floor is reached – so you can't find out what's in store on later levels until you get there!

**TIP** Access and assess each blueprint, making careful note of the security systems present, and determine a safe route to the lift for Kaf-E to follow before attempting to disable any security "obstacles" in the 3D environment.

The building's floors are connected by tunnels, through which you travel at a constant speed. Follow the Guide, avoiding the walls and Data Lines which horizontally and vertically cross the tunnel. The entrance to the next level is the iris at the end of the tunnel – fly into it.

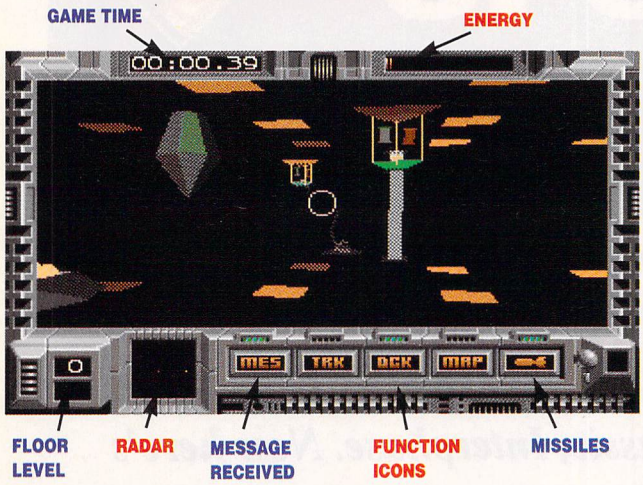



■ **To get to the next level, head straight for that iris at the end of the tunnel**

**The game is over** either when Chad's energy runs out (thus severing the *Interphase* link and condemning Kaf-E to certain death) or when he's de-Kaf-E-nated(!) – in other words when Kaf-E is caught by a Security Droid or electrocuted on a high voltage floor.


- **Reading the screen display** p 50
- **Mouse/Keyboard controls** p 50
- **The message system** p 50
- **Reading the blueprint screen** p 51
- **Quick Start: guide to level one** p 51
- **Weapons and defence systems** p 52
- **Game Save/Load** p 52

# HOW TO READ THE MAIN SCREEN DISPLAY



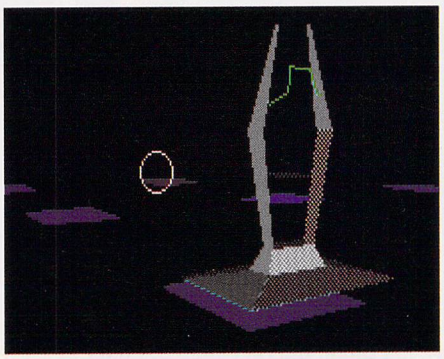

■ **The main screen display represents Chad's view of the game world, giving him information about his progress and control of various functions – which, however, can be accessed only in "Pointer Mode," leaving him immobile and therefore vulnerable**

**Floor level** In the 3D environment, each of the building's 12 floors is split into eight levels – this number on the screen display lets you know which level you are on. To move from one level of the current floor to another, fly through the Communication Holes (the coloured squares or gaps) marked on the floor or ceiling.

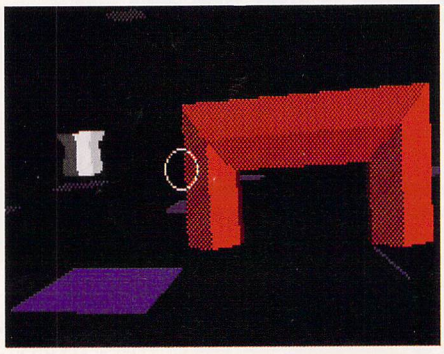
**TIP** Some levels have no Communication Holes on the ceiling. Should you pass through the floor of such a level and wish to return, keep flying *down* through the Holes in the floor. The levels wrap around – that is, the level is repeated infinitely in all directions, so you soon reach the required level again.

**Message received** Whenever Kaf-E needs to talk, a tone sounds and the message bar flashes. She transmits information whenever she encounters an obstacle.

The **Radar** doesn't show your position but displays the whereabouts of the enemies (small dots) and the Generators (large dots) out of which they appear.



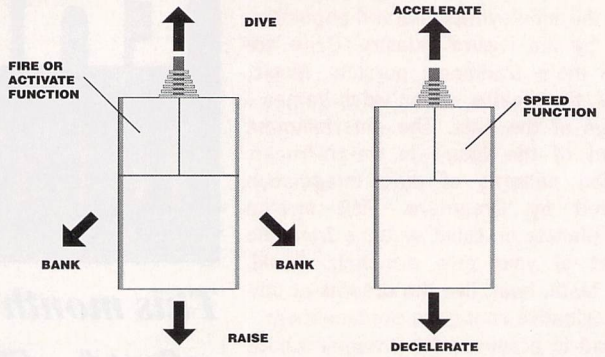
■ **To replenish your energy you need to find a Power System (above) or, better still, fly under a Red Arch (below)**



Your **energy level** reduces when you collide with the floor, objects, the enemy or its firepower. You therefore need to replenish your energy by either entering a Power System or, better still, by flying under red arches.

**TIP** To continually gain energy, try this: once you successfully fly under an arch do not change your course at all. Because the level is repeated infinitely in all directions and wraps around, you soon fly under the arch again.

# CONTROLS USING THE MOUSE




## HOW TO PLAY

Insert your *Interphase* disk into the drive and turn on your ST. A cube spins around in the centre of the screen to let you know *Interphase* is loading. When loading is complete, the title screen appears, music plays, and the credits roll.

**To begin play,** press a mouse button or any key other than [Shift]. After the short animation sequence of a digitised figure, press the left-hand mouse button to advance.

## MOVING IN THE 3D ENVIRONMENT

Move the mouse left or right to bank in the corresponding direction. Move it up to dive and down to climb. Pressing the left-hand mouse button activates functions such as cannon fire.

With the right-hand mouse button depressed, moving forward increases your speed and moving backwards decreases it.

## MESSAGE SYSTEM

Select "MESSage system" to view any messages transmitted by Kaf-E, then press the right-hand mouse button to see the whole message – Kaf-E often provides useful information regarding the 3D environment.

## SELECTING FUNCTIONS

To select functions, first activate the arrow pointer by holding down the right-hand mouse button and then pressing the left-hand button. Move the pointer with the mouse as normal.

**TIP** Unfortunately, once the pointer appears you can't accelerate, fire or control Chad's movements – so don't leave him vulnerable.

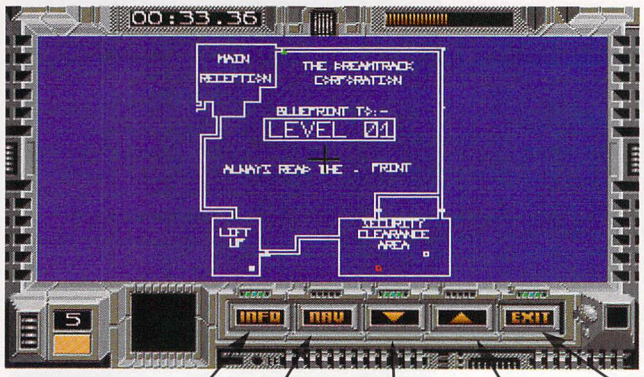
## USING THE KEYBOARD

If using the mouse to select functions proves a little too awkward, use the following keys on the keyboard.

| | |
|---|---|
| T | ACTIVATE TRACTOR BEAM |
| D | ACTIVATE DOCKING MODE |
| RETURN/ ENTER | ACTIVATE MISSILE |
| B | ENTER BLUEPRINT MAP MODE |
| M | MESSAGE SCREEN |
| A | ACKNOWLEDGE MESSAGE (SWITCH OFF ALARM TONE) |
| P | PAUSE (PRESS ANY KEY OTHER THAN [SHIFT] TO CONTINUE) |
| 8 | VIEW FORWARDS |
| 6 | VIEW RIGHT |
| 2 | VIEW REAR |
| 4 | VIEW LEFT |
| SHIFT + ESCAPE | ABORT GAME |

■ **The message system (below) through which Kaf-E sends useful information**

## HOW TO READ THE BLUEPRINT SCREEN




■ **In blueprint mode, you can check the layout of the game area and find what's hidden there. This is where the strategic element of the game is played out**

**INFORMATION ABOUT OBJECT**

**LOCK NAVIGATIONAL COMPUTER (NAVCOM) ONTO A SYSTEM**

**DECREASE MAGNIFICATION**

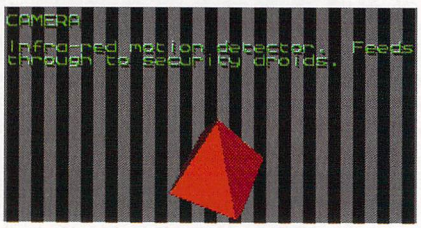
**INCREASE MAGNIFICATION**

**EXIT TO 3D ENVIRONMENT**

This is where the stategic side of the game takes place. The blueprint shows the layout of all the corridors, rooms, doors and other security devices present on the current level. Look over the whole blueprint very closely – important clues are often well hidden!

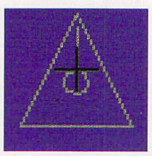
To scroll the map, hold down the left-hand mouse button and move the mouse. Pressing the left-hand mouse button centralises the map on the crosshair. Pressing the right-hand button centres on Kaf-E.

If you need to know what to look for in the 3D environment, place the crosshair on an object then click on **INFO** to receive information. Press the right-hand mouse button to print the complete details. Press the left-hand mouse button at any time to return to the blueprint.

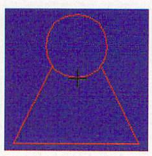



■ **The information readout on a camera**

## THE BLUEPRINT ICONS TO WATCH OUT FOR

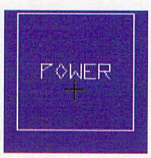


● **Kaf-E: Your opposite-sex partner, to whom you are connected by the *Interphase* link. Be alert for dangers and protect her at all times**

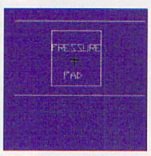


● **Security Droid: These may be set in motion by Pressure Pads or Cameras. Click on INFO for details of each of these when they appear**

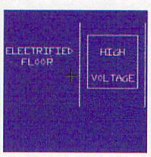
● **Camera: Some cameras activate Security Droids. To turn them off, simply destroy them with a missile or with your cannon fire**




● **Power System: You can dock with this to replenish your energy – but each can be used only once and is destroyed after use**

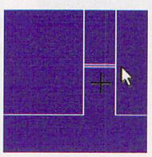



● **Pressure Pad: Beware! Some of these Pressure Pads activate the various kinds of Security Droids in the Corporation's building**




● **Electrified Floor: Touch an electrified floor and you're dead. These floors, like the Power Systems, can be used only once: trip one and it becomes deactivated too (some consolation that is!).**

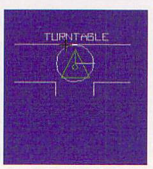
**TIP** Try directing a Droid into such a floor



● **Door: Closed doors stop Kaf-E but not the Security Droids, so they're very risky things to get caught behind. A missile destroys them**

● **Workshop System: You may find it useful to enter a Workshop to clone any components accidentally destroyed. Use the right-hand mouse button to select the required component and eject it into the 3D world. Now exit and use the Tractor Beam to move the object to the required position.**

**TIP** When you're replacing a component into its wireframe original, position it as accurately as possible before deactivating the Tractor Beam




● **Turntable: Stops Kaf-E but directs the Droid in the direction it faces. Dock with a Turntable and use the left-hand mouse button to rotate it, then the right-hand button to exit.**

**TIP** To make Kaf-E continue in the same direction, enter the Turntable and exit again without affecting its orientation.

## QUICK START

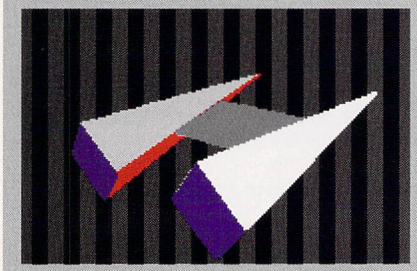
### HOW TO COMPLETE LEVEL ONE

- **Press the left-hand mouse button to start.**
- **After the animation sequence, you enter the tunnel. Follow the Guide, avoiding the walls and Data Lines, and exit through the Iris at the end of the tunnel to enter the 3D environment.**
- **Press and hold the right-hand mouse button, then press the left-hand mouse button to activate the pointer. Click on MAP to see the blueprint for Level One.**
- **Press the right-hand mouse button to centre on Kaf-E's Icon.**
- **Increase the level of magnification to see more detail.**
- **Watch Kaf-E walk to the closed door in the reception area. She sends a message, causing the light to flash and a tone to sound.**
- **Click on EXIT then on MESSage to view Kaf-E's message.**
- **Click on MAP to return to the blueprint.**
- **Zoom in to the top right-hand corner of the blueprint. Note the surveillance camera is switched ON. Click on INFO to view the information on it. Exit to the blueprint.**
- **Click on NAV to receive the NAVCOM LOCKED message.**
- **Exit to the 3D world. Arrows on the play screen direct you to the component representing the camera.**
- **Use a missile to destroy the shape when you find it. Select a missile and press the left-hand mouse button when the cursor is over the target. Then when LOCKED confirmation is given, press the left-hand mouse button again to launch the missile. Now sit back and watch the missile home in and destroy the component.**
- **Return to the blueprint. The camera should now be OFF. Now for the door...**
- **Move the cross-hair to the locked door in front of Kaf-E. Click on NAV, and when the NAVCOM LOCKED message is given, click on EXIT and seek out and destroy the door in the 3D world to open it.**
- **Kaf-E now walks down the corridor, past the deactivated camera and past an activated camera. This sets a Security Droid in motion, but don't despair – Kaf-E narrowly misses it at the junction before the Security Clearance Area.**
- **Destroy the door to enable Kaf-E to enter the Security Clearance Area, then destroy the door to the Lift Room. When Kaf-E reaches the lift, select NAV and seek out the Iris to the next level.**
- **Enter it and negotiate the tunnel to Level Two, where even greater dangers await...**

## KNOW YOUR ENEMY

In recognition of your arrival into its "domain," the computer's Defence System is activated. Airborne and ground-based Generators produce Security Droids, most of which attack Chad. Use your cannons on the Droids, or better still, take out the Generators with your missiles before their offspring get you.

**TIP** If you can't shake a Security Droid from your tail, either fly in reverse or change your view before you let rip.



■ **The defence systems you must face include fighters like the one above**

■ **Fighters are created by Generators like this – so they're worth targeting**

■ **Unicycling frogs may seem bizarre defence systems, but they're deadly**

## GAME SAVE/LOAD

You don't have to start every game from scratch. Save your progress by pressing the Space Bar to get to the Game Load/Save Screen, then select the SAVE icon followed by OK to save. You can only load or save a game in the tunnel section – in other words before or after a level is completed.

*Do not use the Interphase program disk for saving games.* Format a disk beforehand and ensure the write protect tab is off (that's when you can't see through the little hole). Only one saved game can be stored on a disk, so use different disks for different saved games. The saved game file is not shown on the disk's directory, so always clearly mark saved game disks.

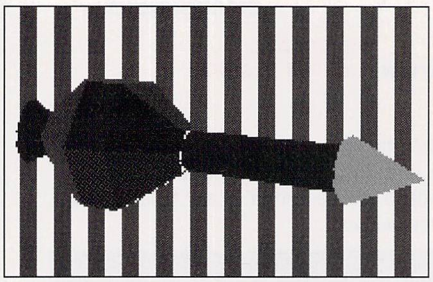
**TIP** Save your progress as soon as you enter a tunnel. If your journey to the end is successful, save your progress again, just in front of the iris. Now you don't have to fly through the tunnel when you reload.

## WEAPONRY: CANNONS & MISSILES

Whereas your cannons (fired by pressing the left-hand mouse button) destroy only certain small objects, the missiles destroy everything.

Select this icon, then press the left-hand mouse button when the cursor is over the target. When the "locked" message appears, press the left-hand button again to launch a missile, then watch it home in on its target.

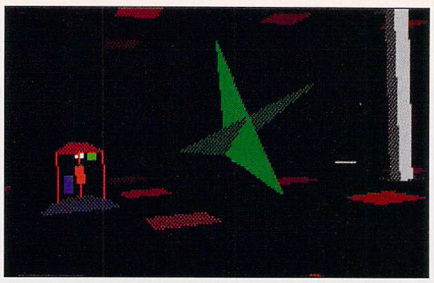
**TIP** Use missiles to destroy objects wherever possible. The cannons fire two energy bolts, one of which destroys the intended items, but the other bolt flies off into the distance and may destroy other objects.



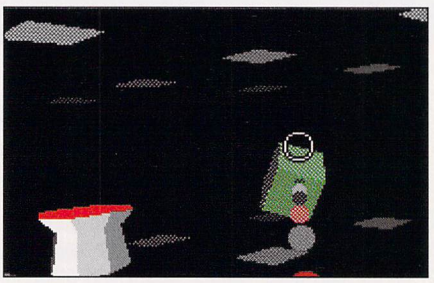
■ **The handy docking device enables you to do your stuff from the inside out**

## DOCKING DEVICE

This enables you to enter certain objects and influence them from within – you can, for example, affect the orientation of turntables (see the section on Blueprint icons on page 51). First select the "DCK" icon on the main display, then activate it with the left-hand mouse button.



■ **A missile in action. Lock it on target and it homes in for the kill – much easier than using your cannons, and its greater power means it's more likely to do the job**



■ **The tractor device can both pick up objects and immobilise your targets**

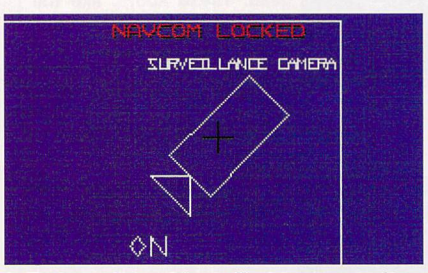
## TRACTOR DEVICE

The tractor device enables you to pick up objects and move them elsewhere. To operate it, first select the "TRK" icon at the bottom of the main screen display, then press the left-hand mouse button when the cursor is over the target to capture it.

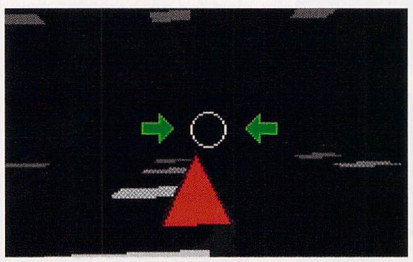
**TIP** You can also use the tractor beam to hold an elusive defence drone in place so you can shoot it with a missile. ***stf***

## SEARCH AND DESTROY!

To locate and destroy obstacles like security cameras and Droids, first enter the blueprint screen and select the object you intend to destroy. Rather than flying around attemping to locate this object, use the NAVigational COMputer. Click on NAV to lock on to the object. When the NAVCOM LOCKED mesage is given, exit to the 3D world and, following the arrows displayed in the centre of the screen, locate the object. Use a missile to destroy it so it leaves a wireframe shell.




**1. To target an object, first lock onto it with NAVCOM on the blueprint screen**



**2. When you exit to the 3D world, the arrows guide you straight to the target**

**3. Here the target has been destroyed, leaving only its wireframe shell behind**

*That's the official stuff – now turn to page 133 for FORMAT's special Gamebusters guide to cheating your way through the game!*

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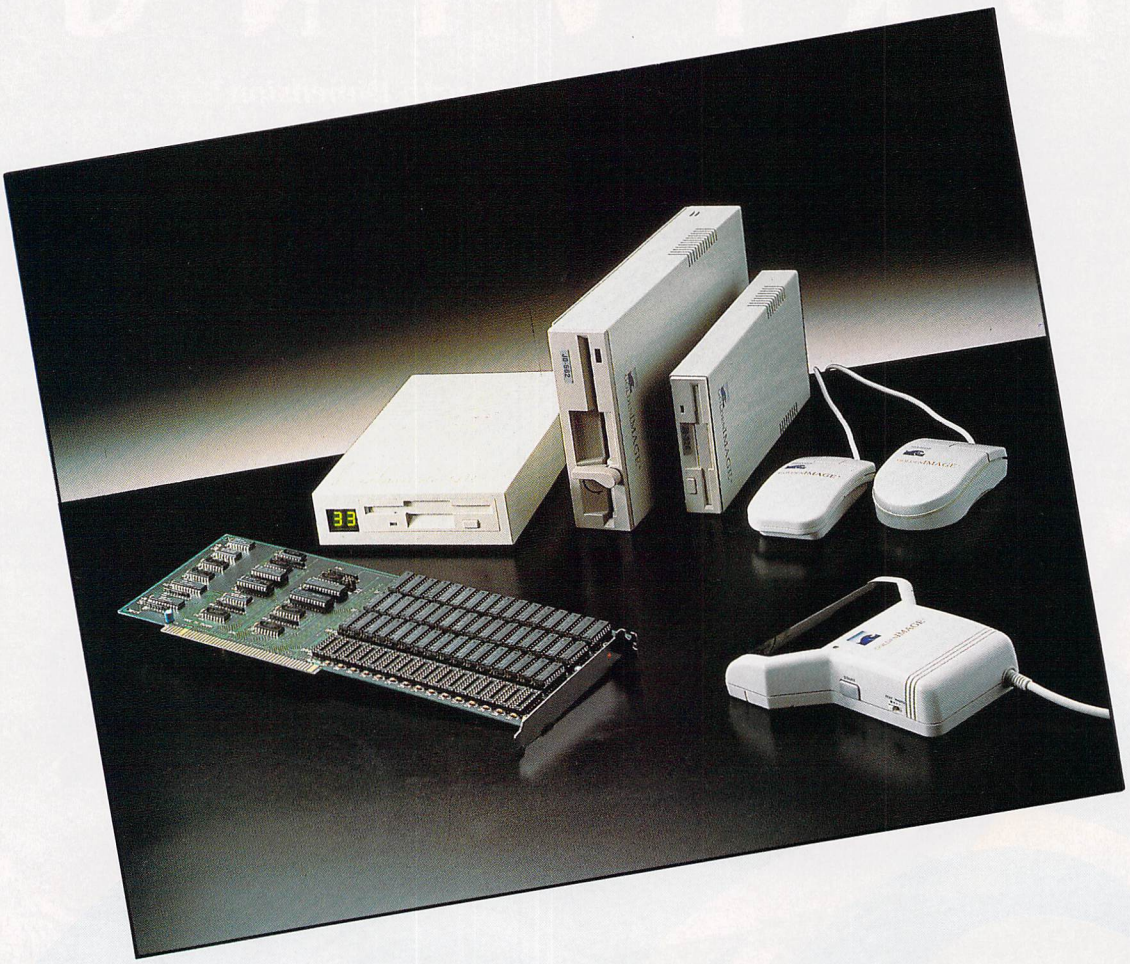

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■ Steve Kelly of the Bitmap Brothers – aiming to make Renegade much more than "just another software house"

■ Bitmap Brother Eric Matthews, whose idea of using Bomb the Bass to do the music for *Xenon 2* led, eventually, to the setting up of Renegade

■ Mike Montgomery: aiming to break the culture of mediocrity that exists in the software industry

# the Bitmaps go it alone

## *Henriques d'Arbo talks to the team behind Xenon and Speedball about their part in forming Renegade, the software house that wants to be different*

The departure from Mirrorsoft of the Bitmap Brothers, responsible for such ST classics as *Speedball* and *Xenons 1* and *2*, has sent ripples throughout the games programming world. Is it true, as they allege, that the ST charts are full of rubbish, that programmers are being treated as idiots, and that the people who run the major software houses

*"There seems to be a lot of Ocean and Codemasters games around, generally a lot of rubbish" – Mike Montgomery*

are interested only in making money? Is it true, too, that the Bitmaps are just the first of many well-known teams – rumours continue to surround the future of Bullfrog – who'll decide they could do it, and do it better, for themselves?

Certainly something must be seriously wrong for the highly publicised Brothers – Steve Kelly, Mike Montgomery and Eric Matthews – to end what was widely thought to be one of the computer industry's most lucrative partnerships and set up shop with, of all things, a record company. Does a stated desire to be "taken seriously" really justify all that?

"Renegade was established to reward people appropriately and give them control over what they do," says Martin Heath, boss of Rhythm King, whose three-year old company has a multi-million pound turnover and current chart successes including Betty Boo (a keen ST games player herself) and S'Express. "It became apparent when I first met Eric that he was not too pleased with his publisher. Programmers are being treated as if they are idiots. I met some publishers, and most of the people running these companies are business men with nothing else at all to do but use their ability to make money.

"They are sympathetic to the programmers, but the decisions they made were often very faulty. It was decided, as with Rhythm King Records, that the artists should get their just rewards."

"I think that's too much of a generalisation," responds the man who originally signed the Bitmaps to Mirrorsoft, Managing Director Peter Bilotta: "after all, the record business is older and more mature than the computer software business – though things are changing; I've seen changes since I've been in it, in terms of things getting more mature.

*"Programmers are treated as if they are idiots" – Martin Heath, Renegade*

"In fact, there are quite a lot of creative people from the record business moving into the software business" – though Bilotta declines the invitation to name any: "They're only gradually coming into Europe now."

Renegade claims to be different, to offer a truly creative framework for development, with its "Big Idea" the promotion of the programmer as opposed to the promotion of the company

## HOW THE BITMAPS PLANNED THE HYPE

**"The hype surrounding ourselves was all planned," Mike Montgomery admits. "We wanted to change the attitude people have towards programmers. When you open magazines and see people dressed up looking really stupid it doesn't help our case as programmers to be taken seriously."**

**The Bitmap Brothers originally got together when Mike Montgomery was working for Leisure Software (*Scrabble* and *Cluedo*) and Steve Kelly was working for Psion. "Steve came down to our offices to get some information regarding the game," Mike recalls. "We started talking and became friends. Steve was also doing some work with Eric [Matthews, the third Brother] and then Eric did some work for Leisure Genius on a program I was in-volved with. It was like a triangle forming up.**

**"Then *Xenon* came up and we thought it was time we got together as a group to do this project. We all got on so well we continued. Then came *Speedball*." And the rest, as they say, is software history.**

**What about *Xenon 2*? Did the Bitmaps actually do the programming themselves? "No. *Xenon 2* was programmed by The Assembly Line," says Mike, "and at that time Steve and I were working on *Cadaver*, so we were actually involved with the design and graphics."**

**According to the Renegade philosophy, what really matters are the creative ideas that go into a project. The intention of Renegade is to share the workload to achieve the best results. On the day *FORMAT* visited, for instance, Richard Joseph was in the office to put the final music touches to *Speedball 2*.**

**The idea for Renegade originated when Eric Matthews came up with the concept of working with Bomb the Bass on one of their games – *Xenon 2*. "Games have always really fascinated me," says Martin Heath, "so when I met Eric, I thought, great, it's an ideal way to do two things. Firstly, I can help out somebody in games and secondly, find new ways to promote music." It all grew from there.**

that produces the program. Artists and organisers share responsibility for decisions, although Eric, Mike, and Steve, the original Bitmaps, have final say on all programming matters.

It certainly seems as if Renegade has a collective downer on the software industry as a whole. "Publishers have not initially been interested in the classic big sellers," says Bitmap Brother Mike Montgomery, citing *Sim City*, *Populous* and *Lost Patrol* as examples. "Only after a great deal of trying were these games eventually accepted – this should never be the case!" Mediocrity rules, he says: "Looking at the charts, there seems to be a lot of Ocean and Codemasters games around, generally a lot of rubbish."

*"No, we're not pissed off. Not at all" – Peter Bilotta, Mirrorsoft*

What about Mirrorsoft: are they as bad as the rest? "Mirrorsoft are actually better than most of the others," Montgomery is quick to reply. "We insisted on certain requirements while working for them and they agreed."

Aren't Mirrorsoft pissed off to be losing their star team? "No, we're not pissed off," says Managing Director Peter Bilotta, "not at all. We have a range of hot licences, hot developers and hot labels. We do try to spread things, so we're not pissed off at losing a team."

Asked whether Mirrorsoft aren't watching a big investment disappear down the drain, Bilotta argues forcefully that Mirrorsoft always try harder than most to give programmers and developers a profile that's suited to their own requirements, and "not everyone wants a high profile like the Bitmap Brothers!"

Bilotta recalls that, at the time the Bitmaps were originally signed up by Mirrorsoft, it was not only recognised that they were a highly talented team of individuals, but that they "knew what they wanted out of life. We knew how they felt about things, and that eventually they might well want to go independent. So we had a contract for a certain number of games only. After that they left to set up on their own, to achieve their own independence, which is something we always knew they might do." In fact, Bilotta argues the Bitmaps stayed longer than Mirrorsoft thought they might. Still, with *Speedball 2* due to be wrapped soon, the contract between Mirrorsoft and the Bitmap Brothers comes to an end.

How does Bilotta think Renegade will do? "It's too soon to tell. In theory I don't believe they are that much different from ourselves in terms of the way they conceptualise the marketplace – though they'd no doubt disagree!

"We wish them the very best. They really are a tremendously talented team, and I'm sure they'll succeed. I think they may discover some of the constraints that publishers work under, now that they're doing it themselves."

And there we leave them, Mirrorsoft and the Bitmaps singing each other's praises. Yet the fact remains that the Bitmaps have now struck out on their own, in direct opposition to the company with whom they made their mark. In the next year we can expect to see a good deal of healthy competition as both go flat out to prove they're better off alone. More importantly, we can also expect more of the kind of game that only the Bitmaps seem capable of creating. What's going to be interesting is talking a year from now to the programmers who work for Renegade, and hearing how they think the whole business could be better run – or not, as the case may be... ***stf***

## WHAT COMES NEXT?

**What keeps the Bitmaps going? "Just solving the problems that occur writing a game makes it all worthwhile," says Bitmap Steve Kelly. "For instance, we set ourselves the goal of making *Speedball* faster than *Xenon*, producing big aliens on screen while still ensuring the program ran smoothly.**

**"We have some of the best graphics artists around. At the moment we feel we cannot improve dramatically on our graphics or programming, so we concentrate on the weakest element – sound."**

**Given that the Bitmaps are now working closely with sound specialists, is this going to have any effect on their games? Are they going to pay it more attention in the future? "At one stage we used to set aside very small amounts," Mike Montgomery admits, "but things have changed. Eventually we shall use STE facilities to their full potential. We will be supporting it more in the future. *Gods*, one of our next releases, will be using more of the machine's capabilities."**

## WHAT'S COMING FROM THE BITMAPS... AND WHAT *THEY* PLAY

**Renegade's first release is *Magic Pockets*, featuring a little terror called the Bitmap Kid – "streetwise," according to Steve, "very cartoony, with baseball cap, cool shades and magic bottomless pockets!" It's cutesy as hell, with the Kid seeking toys that dropped out of his pockets into the magic kingdom.**

**At the start of the game he pulls a black hole out of his pocket, puts it onto the floor, jumps in and finds himself in the magic kingdom. He's faced with many problems, not least the many nasties that prowl everywhere – snails, bats and others. But he can blow large bubbles and trap them inside, squirt water pistols (once he finds them), do some biffing with boxing gloves or even use the weather against 'em: he can conjure up a whirlwind to clear a path or use lightning to singe someone.**

**"*Pockets* is an ultra-smooth multi-directional scrolling game," Steve says, "with five huge levels, each varying with different backdrops, puzzles and style of gameplay. The kid traipses through the jungle, caves, a lake, a mountain and a space level in his quest." The graphics are by Mark Coleman, who previously worked on *Xenon 2* and *Speedball*. The game is due around March of this year.**

**The second release, *Gods*, is based upon the tasks of Hercules. "It's an eight-way scrolling arcade adventure," says Eric, "and the player embarks on four tasks that relate to each level of the game. On one world, for example, you have to find three chalices."**

**Each level is split into subsections so that a player can re-start at the last sub-game. *Gods* combines platform levels, ladders and beat-'em-up with simple puzzlesolving. You can find up to 20 different weapons, similar to *Xenon 2*, each with different properties.**

*"Next from the Bitmaps: an ultra-smooth, multi-directional scrolling game with five huge levels"*

**You need to complete certain tasks in a specific order to be able to progress. The game starts with simple puzzles, like avoiding traps and collecting keys. Reveal an object, weapon or potion and you get a scrolling text with information about it plus maybe some clues about what it does. You can also visit shops to buy and sell weapons, including fireballs, bombs, and daggers.**

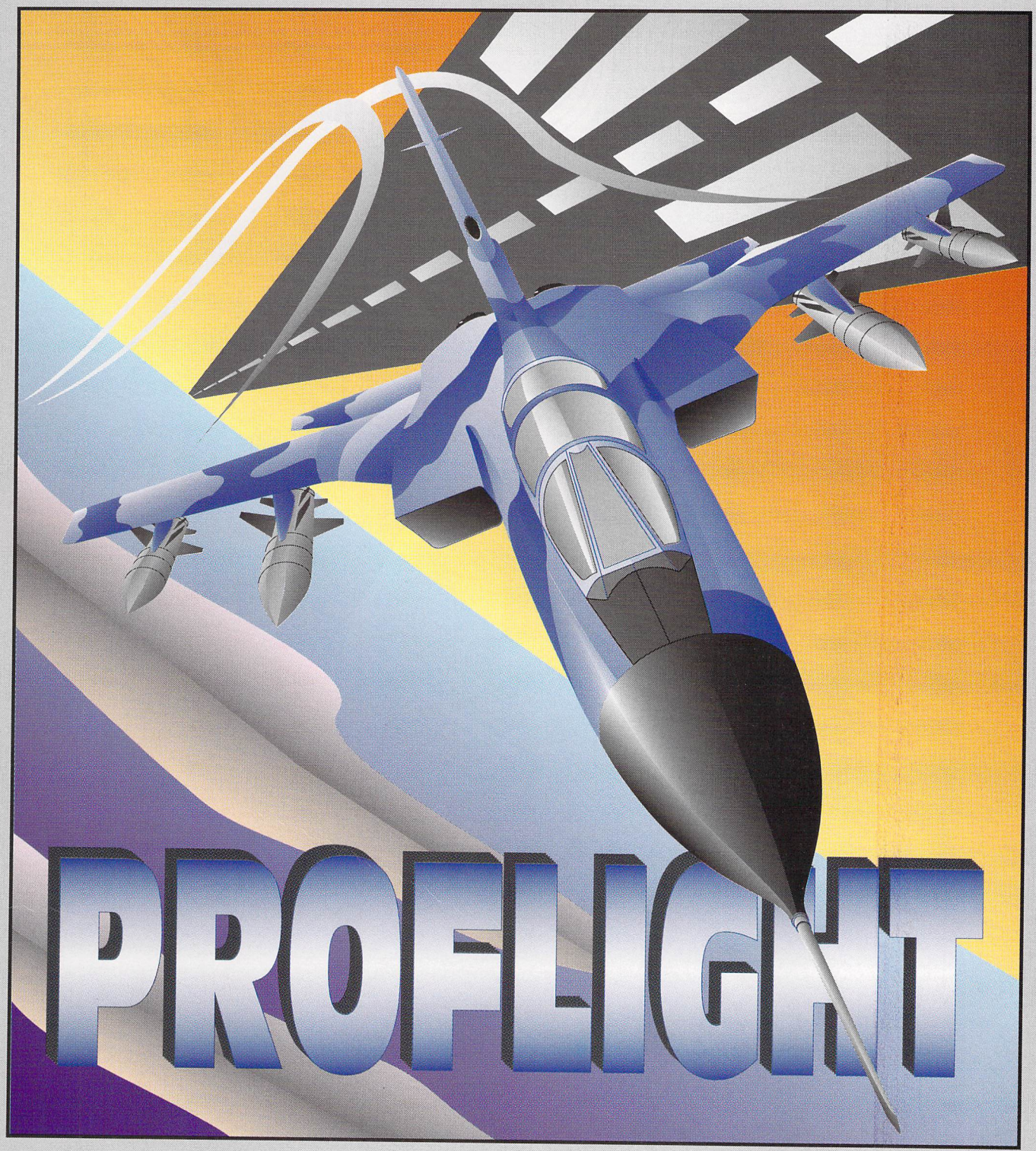
**The game is very large, with each level being roughly 25 screens long by 3 screens high, but its main feature is the intelligence programmed in. Objects are always in the same place but don't appear unless a sequence is correctly completed. If you manage to complete sections in a specified time, things are revealed; take longer and they aren't. If you're not having much success, however, the degree of difficulty stays low. This ability to monitor a player's skill is a really innovative feature.**

**■ Who do the Bitmaps themselves rate highly? What do they play off-duty?**

**"We love *Plotting,"* says Mike. "We've also played a small demo of *Paradroid 90* recently. The exchange sequence is terrific and drives me wild. Andrew Braybrook is the programmer we rate most highly."**

**■ Three early views of *Gods*, the second Renegade release, a huge eight-way scrolling arcade adventure due early this year**

# The Tornado Flight Simulator for your Atari ST

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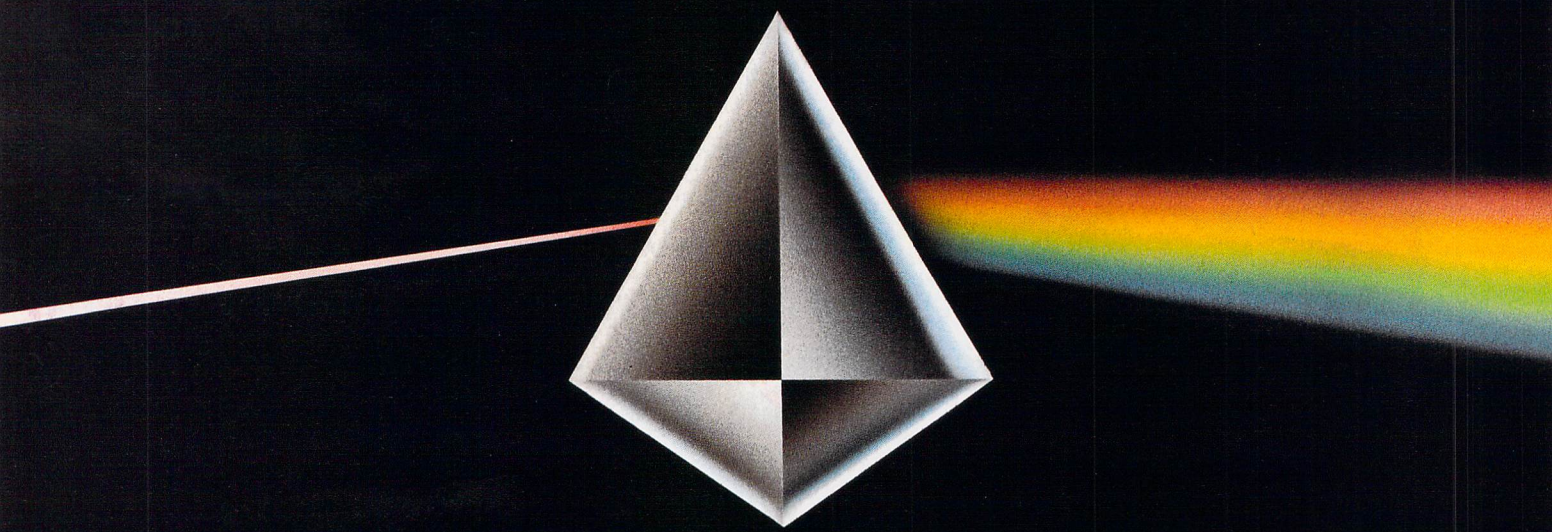

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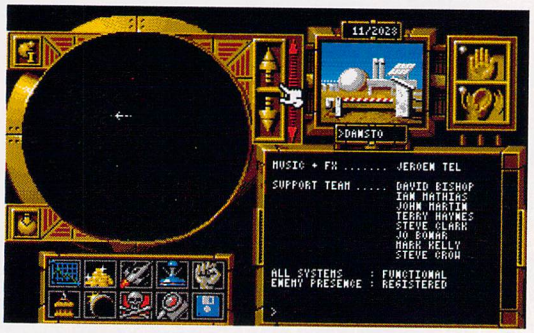
# screenplay

**Mark "Party Animal" Higham leads the *FORMAT* team into a veritable orgy of game play (lights considerately dimmed...)**

## GOLDEN AXE

Play the role of a Schwarzenegger clone, a semi-naked version of Maria Whittaker or a bearded Dudley Moore in this conversion of the classic arcade smash. Wield that crazy sword and draw blood at every opportunity. Eat steel, fat face!

*page 87*




## SUPREMACY

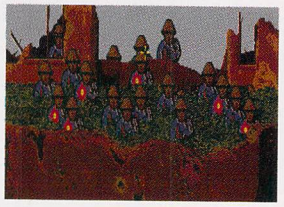
That Mrs Thatch should have been thrown into a pile of burning poll tax demands a long time ago. President Bush ought to be put out to graze on a Scottish golf course, and as for Saddam Hussein – well, he's just crying out for a frontal lobotomy. If you thought they're screwing up the planet, then have a go for yourself and see how you could do, smartarse. This *Sim City*-style world simulator puts the ball firmly in your court *page 60*

## SPEEDBALL 2

Solid steel balls, funky visuals, nine-player teams. No, it's not the ST conversion of the Kama Sutra (obligatory ooer) but the Bitmaps' latest futuristic sports sim. You thought American footsie looked mean, but after a *Speedball* match you need your limbs surgically reassembled *page 82*

## LOST PATROL

*Good mo-o-orning, Vietnam!* You thought the Vietnam war was over? Pah! What do you know? Take a trip back in time with this Vietnam simulator. Lost in a paddy field with a psycho in your squad, this is almost as lively as a holiday in Kuwait *page 65*



## THE *STF* RATINGS SYSTEM

**GRAPHICS:** A score out of ten for the quality of visuals and animation, including how big and colourful the sprites are, how smooth the scrolling is, and so on.

**SOUNDTRACK:** (out of ten) Sampled sounds are realistic and rate highly but ST sound chip noises tend to send your eardrums convulsing

**INTELLIGENCE:** (out of ten) How clever do you need to be to tackle the game? Puzzle and strategy games should be tough; few shoot-'em-ups are mentally taxing

**INSTANT APPEAL:** (out of ten) You take the game out of the box and drop it in the drive. How well does it draw you in? How easy is it to get into?

**LONG TERM INTEREST:** (out of ten) You've had the game for a couple of weeks. Is it covered in dust, in the bin or still in your disk drive?

**OVERALL:** (a percentage) Terrific graphics and wonderful sound make a game look hot, but they don't make it great. The overall score comes after joint discussion between the *FORMAT* reviewers and depends on the quality of the gameplay and its long-term appeal

● It is *FORMAT* policy to review only finished games – the games you could buy – never incomplete or demo versions


## ALPHA WAVES
Executive toys come to the ST, with mood enhancing colours and soothing sounds to lull you into a false sense of security. Far reachin', man! ***page 99***

## ATF 2
Scramble! Scramble! Can *ATF 2* knock *F-19* off of its flight sim throne? ***page 74***

## BADLANDS
Battle for road supremacy in this post-apocalyptic "Matchbox car" racing game. Scalextric was never this much fun ***page 96***

## CAR-VUP
If you thought men made the best drivers, think again. Crashing is the name of the game in this cutesy platform challenge ***page 93***

## CORPORATION
Long awaited, eagerly anticipated and full of promise – but there's a problem: *Corporation* doesn't live up to those high expectations ***page 113***

## LOTUS TURBO ESPRIT
The first split-screen two-player racing game: put your car in gear, push your foot to the floor and see if the lights go green before you do ***page 69***

## MURDERS IN SPACE
Someone aboard space station Alpha is killing the crew. Can you find out who, before you yourself become the next victim in this orbiting Agatha Christie adventure? ***page 101***

## PANG
Blast psychedelic bubbles in this puzzle head-to-head. Cuter 'n a button and more addictive than chocolate ***page 107***

## PUZZNIC
Move those blocks and try to avoid backing yourself into a corner with this mind-bending puzzle game ***page 73***

## SPECIAL CRIMINAL INVESTIGATIONS
Blast the shite out of criminals from Paris to the Sahara without even hitting the channel tunnel in this sequel to *Chase HQ* ***page 114***

## TOYOTA CELICA GT RALLY
From snowstorms to desert, rainy England to sunny Mexico, this rally game takes you past more sights than the Orient Express ***page 89***

## ULTIMATE RIDE
Put on your leather jacket, squeeze that throttle and wring that wrist in this blistering bike racing game ***page 77***

## 9 LIVES
Bob Cat is a wisecracking cat on a hot tin roof. This feline platform game comes with heaps of comic visuals ***page 79***

**ALSO** ■ **Brain Blasters** *page 80* ■ **Chess Simulator** *page 108* ■ **Chip's Challenge** *page 104* ■ **Curse of Ra** *page 90* ■ **Final Battle** *page 111* ■ **Gremlins 2** *page 95* ■ **Nitro** *page 123* ■ **Omnicron Conspiracy** *page 125* ■ **Street Hockey** *page 116* ■ **USS John Young** *page 118* ■ **Z-Out** *page 102* **PLUS Screenplay extra:** a bulging bagfull of games that never quite made it *page 127*

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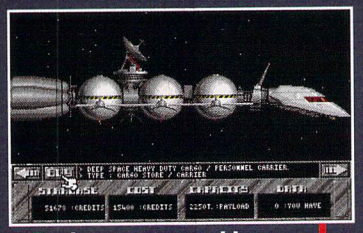
# supremacy

ST FORMAT GOLD

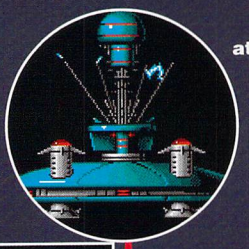
## POWER TO THE PEOPLE? NO, JUST YOU...

Everything you do in *Supremacy* is controlled using the sets of icons. These enable you to assign forces, buy goods and transport ships to other planets. By frequently visiting the main screen you can keep up with messages on what's happening in the Universe and respond accordingly

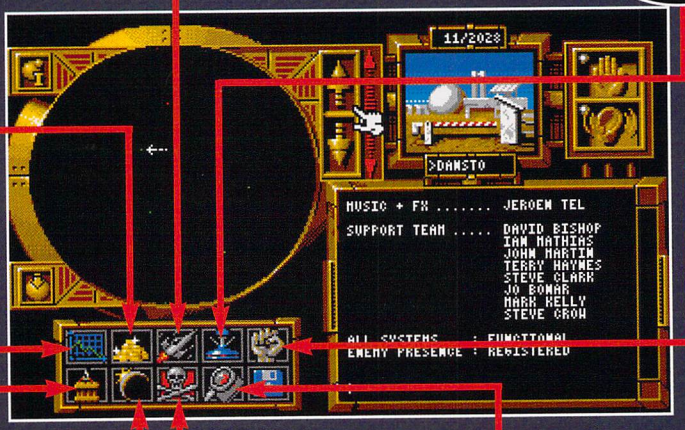


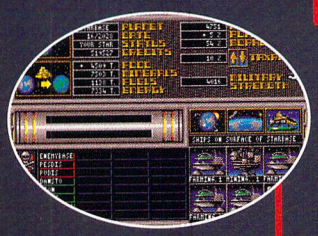
■ Buying screen enables you to purchase new stations, battle cruisers and solar satellites

■ Launch your stations and ships into space from here

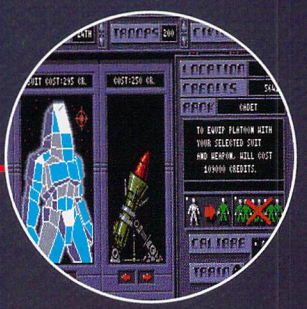


■ Move your atmosphere processor to other planets so that you can format and then inhabit them



■ Government Screen icon provides details of finances, population and planet status. Taxes can be raised or lowered from here

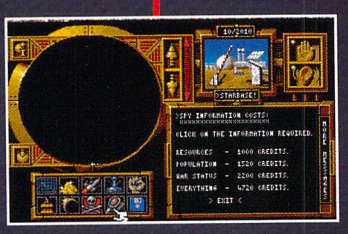


■ Recruit civilians into your armed forces, train them and then equip them

■ Go to the cargo bay to crew and fuel your ships, readying them for blasting into orbit

■ Move planet stations out of the docking bay and install them on the planet

■ Set aggression levels for your forces and move people on or off your battle cruisers



■ Send out spies to obtain information about the enemy. This information costs money

## ALIEN ALERT! ALIEN ALERT!

The difficulty level of the game, which is set according to which opponent you choose to face, doesn't just determine the strength of your opponent's armies but also how quickly they advance and their intelligence rating. An intelligent enemy has the brains to attack your weakest planets.

■ **WOTOK** is the easiest of the opponents to defeat: he never uses spies, attacks randomly and takes time making important decisions

■ **SMINE** tends to attack several planets at once but this stretches his forces, making him easy to defeat. It's important to establish a strong garrison against Smine

■ **KRART** has excellent soldiers and uses his spies carefully. He attacks the planets which are most useful to you, weeding out the ones which are particularly under-defended

**When you get a decent God game – like *Populous, Millennium 2.2* or *Sim City* – it isn't just average, it's a bloody smash. Get the formula right and the game is easy to get into but still offers enough variation to keep you playing through the whole night. *Supremacy* has been in development for a staggering 18 months, but does it match the classics? Mark Higham plays it to death from his safe seat in the heavens**

Who can pass up the opportunity to take control of the Universe? We've all watched as world leaders have made a complete mess of the planet, raping the forests, over-taxing the people and then taking the first steps towards other planets. *Supremacy* gives you the opportunity to stop playing follow-my-leader and start acting under your own initiative.

At the start of *Supremacy* you have a single planet with no way of supporting life. The objective is to establish a colony on the planet, watch as the people develop and then begin to build yourself an army. The game is played against a computer-controlled opponent – any of four alien life forms. With your armed force you can begin to colonise new planets and take over planets already controlled by the enemy.

As the game advances the enemy begin to attack your planets and you need to build up a strong enough army not only to fend them off but also to attack them. If you succeed in taking over all the alien planets you proceed to the next planetary system, where you take on another opponent.

*Supremacy* is played using a series of icons which guide you around the game. With these icons you can raise or lower taxes, to encourage people to breed on the planet, and buy horticulture and mining stations to equip your people with food and fuel. Each planet is only capable of supporting up to 30,000 people, so when you reach this limit it's time to move on.

■ **The main options screen of *Supremacy* looks daunting enough, but explore the rest of the game and you realise this is child's play. *Supremacy* is a God game in a similar vein to *Sim City*. Build up and equip planets, establish strong military forces, then charge through the Universe and take over all the planets you can lay your hands on. Prepare to be amazed!**

## EFFECTS

Strategy games in this vein don't have the scope for exciting visuals – that's a common view, proved ➤

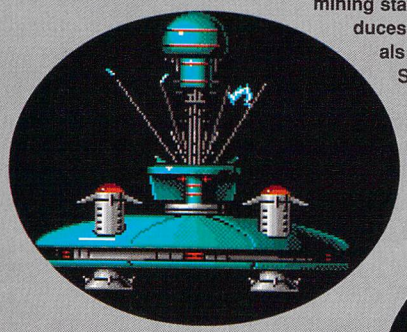
■ **RORN is the fiercest of opponents, very clever and very strong. He moves slowly at first, building up troops until he's able to attack even your strongest planets. Beat Rorn and you've won the game**

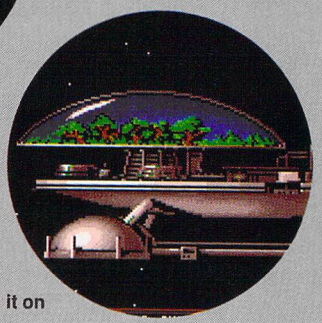
● **When you first play *Supremacy* you should begin by taking on Wotok. A useful hint on defeating him is to build up Starbase and perhaps colonise one or two other planets, making sure you raise some exceptional armies. Don't worry when Wotok invades the remaining planets, just concentrate on building up your armies. When you have enough money, equip six troops with the best armour and weaponry, then send them out to attack Wotok's home base.**

# LIVING IT UP IN LUXURY

■ To establish life on a new planet you first need to terraform the planet. Buy yourself an Atmosphere Processor, move it onto the new planet and begin formatting. This takes a while, but when the formatting has been completed you can begin to move people and supplies onto the planet.

Four different types of planet can be created after planet formatting. These support different types of activities. For example, if you establish a mining station on a volcanic planet it produces four times the fuel and minerals of its equivalent back on Starbase. Other planet types are more efficient at processing food and energy. Atmosphere processors are extremely expensive so you'd only buy one during the entire game





■ Your next step should be to buy yourself a horticultural station which supplies your people with food. Fill it with fuel, crew it and then send it to your new planet. As your population increases you need more food stations.

Once in the docking bay, install the station on the planet's surface and switch it on

■ With food now in your stores, it's time to encourage people to breed. Reduce the tax rate to 10% and the population growth rating should increase. (Do you think we should tell the Prime Minister about this?)

■ Any planet with a mining station or horticultural station must have a solar satellite generator in orbit. Buy a solar satellite back at Starbase and send it off into orbit around your new planet. You should now notice that people are beginning to breed like rabbits, so put the tax rate up to around 20% to slow the growth slightly. You may need to install a second horticultural station on the planet as the population grows

■ You need fuel to be able to send stations and battleships off to different planets, so consider installing a mining station. Remember that they work best on volcanic planets. You can buy yourself a mining station back at Starbase and send it out to your new planet

■ Now that your people are expanding, it's time to put some of them into the army. Set up four divisions of 200 men and train them. With the tax rate set at 25% you should soon have enough money to buy some sophisticated weaponry and armour. Equip the men well: new planets are often the first to come under attack

Your planet is now suitably established and will grow slowly of its own accord. It's wise to drop the tax rate back to 12% for the time being so that people breed faster. In an emergency you're then in a position to raise the taxes through the roof to finance stronger armies. For now, put more men into training. There's no need to equip them with weaponry or armour, but they'll be fully trained up in the case of an attack later on. In time, more horticultural stations are going to be required to sustain the increasing population on your new planet, so consider buying another and sending it up now

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# SO REAL YOU CAN SMELL THE SMOKE

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## AMIGA FORMAT

- Team Yankee's a real challenge.
- A fascinating exercise in modern war.
- Team Yankee presents a game, in a sim's clothing, which when dealing with tanks has to be the perfect approach.

## ACE

- The implementation of Team Yankee is superb.
- The blend of thought and reflexes required to play Team Yankee is exactly right.

**Team Yankee** is designed to test your leadership and tactical skills to the quick. You can display in either **"quadrant mode"** where all four platoons may be controlled at once

**or**

**Full-screen Mode** where the display homes in on just one platoon.

You have the flexibility to display either an overhead map view of the surrounding area, a simulated 3-d view of the battlefield, or a status screen showing the performance of all vehicles in a platoon. Irrespective of which screen mode you choose during battle, there is a constant column of information to the right of the screen.

To the right of the compasses are five icons which represent the various types of **weaponry** available to the unit.

**MACHINE GUN** - which is always available to the player and has an 'infinite' number of rounds.

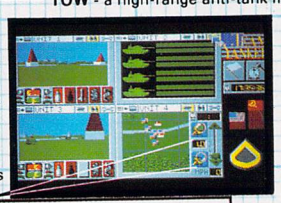
**SMOKE** - a smoke grenade which allows enemy vision to be obscured.

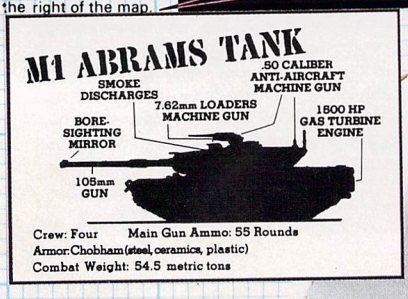
**HEAT** - a high explosive anti-tank round

**SABOT** - an armor-piercing tungsten shell

**TOW** - a high-range anti-tank missile

The major capability on the quadrant map screen is to alter the movement and formation of any platoon. The whole of the map may be viewed at once, or you may zoom into any portion of the battlefield using the icons to the right of the map.






## ST FORMAT

• Hunting the Red Bear has never been so much fun! • You just won't be able to tear yourself away from Team Yankee.

## AMIGA ACTION

• The tanks have been superbly animated, with great attention to detail! • This has to be a must for anyone.....!

## STRATEGY PLUS

• This is a game and a half! • The use of four screens in one is simply brilliant - at times its almost like playing on four computers at once. • I find it hard to fault this game - I quickly found myself hooked on a genre of game which previously held no interst.

**Engine smoke** This will prove very useful in confusing your enemy if you find yourself in a tight corner.

**Rotation icon and compass display.**

**Infra red** (or thermal) **imaging** This feature is very useful for identifying vehicles camouflaged on the edge of forests. Contary to popular belief the thermal image is green and not red.

**Zoom.** When this icon is accessed the central portion of the screen is magnified by a factor of 10.

**Laser range finder.** The range finder will lock on to a reflective target if the firing cursor is placed directly over the object.

**Wide formation icon.** This increases the spacing between vehicles in your platoon to 100 metres.

**Narrow formation icon.** This reduces the inter-vehicle spacing in your platoon to 50 metres.

**Vee.** a vee formation.

**Echelon left** - places yo vehicles on a right to le diagonal relative to your direction.

**Wedge** - places your vehicles in a wedge formation.

**Scroll icon:** The four arrows underneath the ETA display allow you to scroll your map in any of the four directions.

**Dead Stop icon.** This red icon, causes your platoon to come to a dead halt when clicked.

**In line** - places your vehicles in a line abreast relative to your direction.

**Column** - places your vehicles in a line ahead relative to your direction.

**Echelon right** - places your vehicles on a left to right diagonal relative to your direction.

EMPIRE SIMULATION

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Team Yankee, The Novel was written by Harold Coyle. Made in the U.K.

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completely untrue by *Supremacy*. Stunning visuals and heaps of useless but magnificently atmosphere-setting animation all contribute enormously to the excitement of the game.

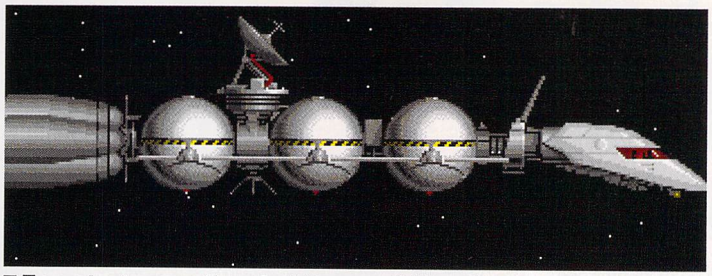
Icons showing the planet type are animated to show you whether the planet is best suited to generating food or minerals, and lively animated icons in the troops section show your troops in training and in battle. When you lose a game you're thrown into prison and then treated to a sequence in which your opponent bites your head off – all in the best possible taste!

Sound effects can be switched on or off from the main screen. Sparse sampled effects and speech keep you informed of alien attack and confirm your buying decisions.

### VERDICT

*Supremacy* bears a very close resemblance to Activision's *Millennium 2.2*. The difference is that *Supremacy* wows you far more than *Millennium* could ever have done. Wonderful visuals and an impressive user interface make the game far more exciting to look at.

*Millennium* was, however, a much bigger game: instead of simply colonising new planets, you had to face much bigger problems such as viruses or rebellious planets. This is where *Supremacy* fails. You have disasters to face such as nuclear explosions wiping out the entire inhabitants of a planet or storms knocking out your food or mining stations, but these problems just aren't on the same scale as those in *Millennium*. When you've been playing the game for a long time you start wishing there was much more you could do to improve the state of your planet.



■ **To protect yourself against the possibility of a planet being ruined by nuclear devastation, wiping out all your hard work, buy yourself a personnel carrier – it can move up to 4,500 of your people in one go**

*"Supremacy has stunning visuals, heaps of magnificently atmospheric animation and an impressive user interface"*

Perhaps more seriously still, moving people, food or mining stations from Starbase to one of your new planets is ridiculously complicated. First you must move the cargo into the docking bay, fuel and crew the station and then send it into orbit. You next need to send it on its way to your new planet and put it into the docking bay, only to remove it from the docking bay, install the cargo on the planet surface and activate it. So many different screens must be accessed to perform what is essentially a simple task that you wish you had some sort of automatic system for carrying out the process.

In these respects *Supremacy* could have been much better – but that isn't to say it's not already a wonderful game. The momentum is ideal: it starts off slowly, giving you a chance to colonise Starbase and build yourself a strong military force, but once you begin to colonise new planets the action speeds up as more and more people make demands on your resources and the enemy gets ever closer.

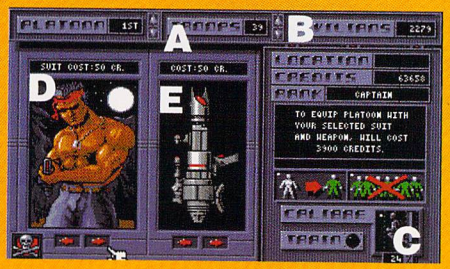
It's the sort of challenge you pick up early one evening with the intention of playing for a quick hour and then suddenly you realise it's 4am, you've had nothing to eat and you've got to be up early for work... but instead of switching off your ST and going to bed you decide you might just as well carry on playing.

**MARK HIGHAM**

| | |
|---|---|
| GRAPHICS | 9 |
| SOUNDTRACK | 7 |
| INTELLIGENCE | 7 |
| INSTANT APPEAL | 7 |
| LONG TERM INTEREST | 9 |
| **OVERALL** | **90%** |

# PROTECT AND SURVIVE, POSSIBLY

■ **(above) These are the suits and weapons available. The type of suit and weapon you have determines your losses during attack**

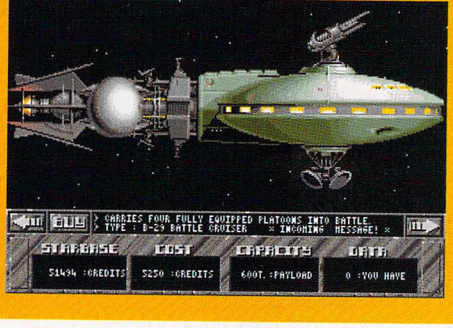



**Troops are a vital element to *Supremacy*. If you want to dominate new planets and protect those you already govern, you're going to need to build yourself a sophisticated platoon.**

**To amass large armies you first need to recruit civilians into your force and train them. You have 24 divisions available and each one can hold up to 200 men. You cycle through the current divisions by clicking on the arrows (A) and increase the number of men in a division by clicking on B. The panel at C indicates how well trained your troops are. It takes a while but when a division is trained to 100% ability you can equip them – or leave them fully trained and equip them only when you need them.**

**There are four types of armour (D) and three types of weapons (E) available, but these are all expensive to buy. To equip a division of 200 men with the lowest type of armour and weaponry would cost 20,000 credits. To equip them with the best would cost almost 110,000 credits.**

**To protect a planet or take over a planet already under enemy occupation, you need to move your troops. To achieve this you must invest in a battle cruiser. These can transfer up to four divisions at a time and carry up to 4,500 passengers (useful if you want to establish a new colony). When your troops are sufficiently trained and equipped, you can move them onto the battle cruiser and then send the cruiser out to the new planet**



■ **To use your troops to attack a planet, first transfer them from the docking bay (F) to the planet. Put them on maximum aggression (G) and examine how they fare against the enemy. Your troops (H) and those of the enemy (J) are indicated as slider bars, along with any losses (K)**

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# lost patrol

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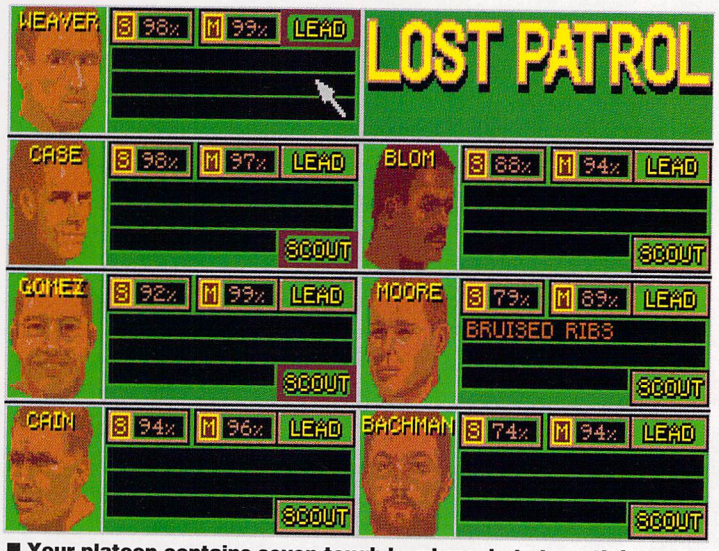
**Everyone's heard about the Vietnam War, but few people know what it was really like. Neil Jackson enlists in the Lost Patrol and finds out – the hard way**




■ **Your platoon contains seven tough hombres, but strength is useless when morale is low or wounds are many. You must ensure they have the will to survive or you won't last long in this hostile country**

Picture this: you've been in the jungles of Vietnam for the last six months, you haven't heard from your girl the whole time and you've probably got footrot from the constant tramping. You're lucky to be alive, but you feel more like the Undead. Your only reprieve comes when you finally get R-'n'-R in Saigon, capital of South Vietnam and home to the myriad vices that Grunts and Fly-boys need for morale-boosting purposes.

However, fate deals you a nasty blow when the chopper returning you to the warzone gets shot down. You and six other Grunts are lost somewhere in the inhospitable highlands, with limited rations and several thousand Viet Cong looking to nail your ass. The nearest US base is at Du Hoc, roughly 60 miles away across booby-trapped, enemy-infested terrain. And to top it all, some of your platoon are badly wounded, all thanks to the crash.

*"Lost Patrol provides an insight into the fear that must have been felt during the Vietnam War"*

For the most part, *Lost Patrol* centres on a large, two screens wide map of the surrounding countryside. On the far left is the crash site, while on the right you find Du Hoc, your eventual target. Below the map is an information window, where events are relayed to you as text, before animation sequences or sub-games are loaded.

There's a compass indicator which you use to direct your team across the map, simply by clicking on the required direction. Clicking on the centre of the compass changes the patrol's walking speed, from Cautious to Double March. Each speed has a different effect on the patrol's morale, stamina and level of fatigue.

When you issue orders to march, a small marker on the map moves in the appropriate direction. Occasionally, a picture or short, cameo-style animation sequence loads, showing your team wading across a river or yomping down a hillside. These sequences can be switched off if you prefer to keep the action constant.

*"You're bound to stumble on the enemy in one form or another"*

After a few moves, you're bound to stumble on the enemy in one form or another. The relevant sub-game loads and you must then choose the most appropriate member of your team to deal with the problem. Some are better at certain skills than others and you need to use your best resource at all times – provided he's not dead already!

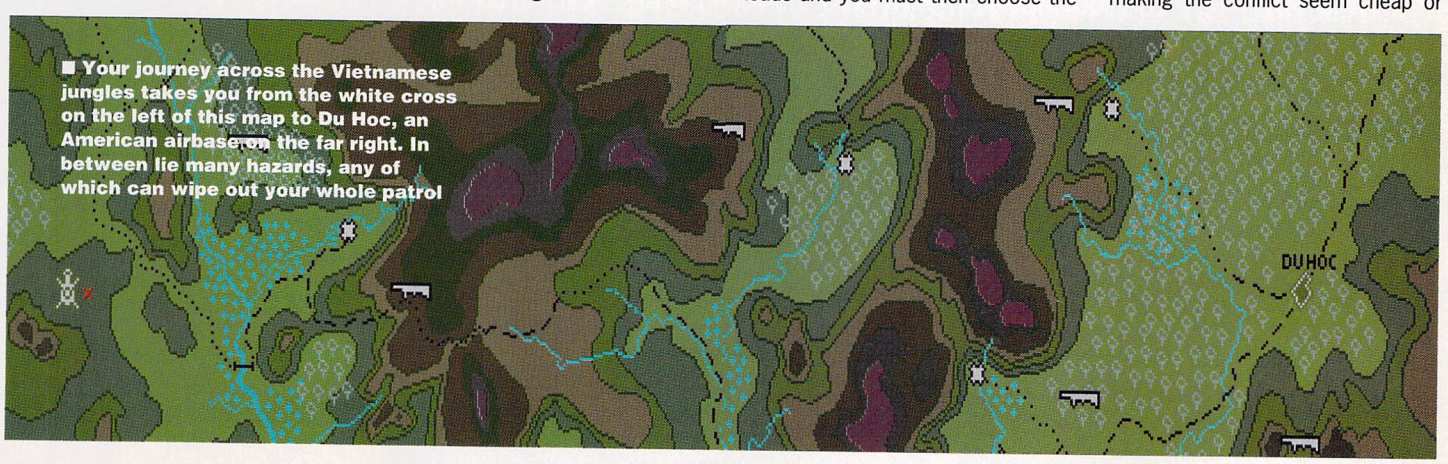
You may also come across minefields which require painstaking care and alertness to cross. Crawling on your hands and knees searching for detonators looks easy, but you can soon find yourself trapped, mid-field, with no obvious way of escape. It's a bit like a maze with explosive walls!

You may also meet indigenous peasants and have an opportunity to "interview" them. This can take the form of pleasant questioning, or the much-feared "bullet-through-the-head-loosens-the-jaw" method, depending on your lack of control at the time. Using a system of menus, it's possible to get villagers to warn you of patrols ahead, but more often than not they keep shtum and land you in deep – er, trouble.

You are well advised to search for food and ammo at every location, since your supplies are unlikely to see you through to the end. There's a system of sub-menus in the information window which you use to carry out this operation, as well as issuing orders to rest, sleep or lay traps for following VC patrols. If you're lucky and cautious, you might just make it to Du Hoc in one piece, but you are far more likely to get wasted before the half-way mark.

### EFFECTS

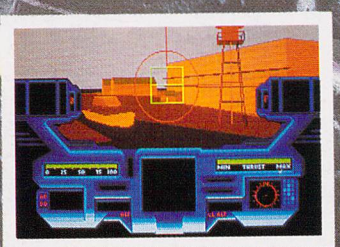
*Lost Patrol* features a wealth of interesting and atmospheric graphics which enhance your journey without making the conflict seem cheap or




■ **Your journey across the Vietnamese jungles takes you from the white cross on the left of this map to Du Hoc, an American airbase on the far right. In between lie many hazards, any of which can wipe out your whole patrol**

# THE KILLING CLOUD™

JOIN THE SAN FRANCISCO POLICE DEPARTMENT AND UNCOVER THE SINISTER MYSTERY OF THE KILLING CLOUD



Screen Shots: Atari ST version

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iMAGE WORKS

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■ As your men cross the various types of terrain, different illustrations pop up on screen, reflecting the harshness or relative safety of the surrounding area

*"If you're lucky and cautious, you might just make it in one piece"*

twee. Some are hand-drawn pictures which show the patrol moving around, others are digitised sequences, with smooth animation, showing real Vietnam action taken from authentic newsreels.

The music has a definite oriental flavour. It's surprisingly good and doesn't detract at all from the game. It can be switched off, but the game is actually less atmospheric without it. During the sub-games, there are appropriate gunshots, explosions and fist-slaps which won't win any prizes for realism, but are reasonable nonetheless.

**VERDICT**

Unlike *Platoon* (which made war seem jolly good fun), *Lost Patrol* approaches the subject with a certain amount of tact and provides an insight into the fear that must have been felt during the Vietnam War. It's not a shoot-'em-up by any stretch of the imagination, even though there can be a lot of shooting involved in any encounter with the Viet Cong. You actually become worried about engaging the enemy, especially when the team is tired or wounded, and strategy is far more important than fighting if you are to succeed.

If your drive to survive is greater than your will to kill, this game is for you. If you kill for thrill, you'll still love *Lost Patrol*, but you'll be dead or doo-lally before Day Three!

**NEIL JACKSON**

| | |
|---|---|
| GRAPHICS | 9 |
| SOUNDTRACK | 8 |
| INTELLIGENCE | 9 |
| INSTANT APPEAL | 8 |
| LONG TERM INTEREST | 8 |
| **OVERALL** | **88%** |

# LOCK AND LOAD OR HIT THE ROAD!

*Lost Patrol* gives you a choice of tricks and tactics for engaging the enemy, without needing to use the yellow-belly's RETREAT option...

■ In the dugout you attempt to hide from the Vietnamese infantry who are very busy chucking all kinds of munitions at you

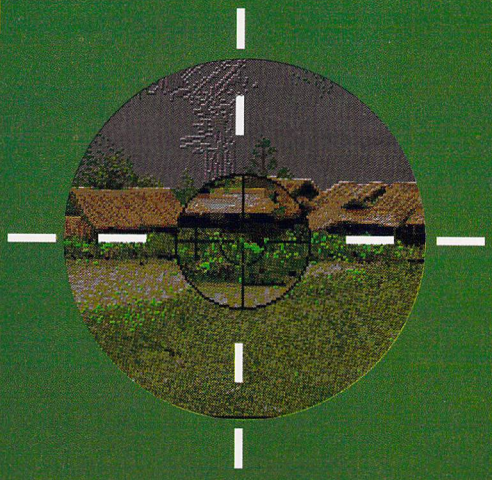
## Encountering VC Patrols

Meeting enemy patrols is just about the least pleasant experience of them all. You are trapped in a ruined farmhouse and are hidden behind a wall. You can use the right mouse button to pop up and the left button to lob grenades or fire machine-guns at the enemy. Aim your weapons with the cross-hair sights and use sparingly. Don't stay up for too long (you get shot) and don't hide too long either (you get overrun).

■ Bob up to put your head above the wall, if you must, but keep shooting! Otherwise you may end up leaving in a body bag...

## Pinned down by a sniper

Your best marksman is the guy for this job. Use Private Backman – he's the best marksman you have. Turn on the sights and examine every inch of barn, tree, hedgerow and haystack that could hide a sniper. You must look for a tell-tale muzzle-flash (which is only about a pixel big) and then thrash the hell out of that area, using the left mouse button to fire. If you get it right, you are told when the sniper has bitten the big one.



■ Somewhere in this serene landscape lurks a diehard Viet Cong with a rifle. The tell-tale signs are tiny flashes of light and numerous holes appearing in your body

## Hand-to-hand combat

Pick your best man, usually Private Blom, because he's a 2nd Dan at Aikido. Use the joystick Fire button to punch, Fire and left to kick and down to duck. Retreat if you're getting whupped, but beware – this often causes a full-scale battle if your opponent isn't entirely dead.

■ Hand-to-hand combat is the quietest way to fight when there are VC nearby. Rouse them and you're in all kinds of trouble!

## Trapped by machine-gun fire

The VC are entrenched in a hedgerow and are pelting you with AK-47 fire. Their cover is too good for you to retaliate with M-16s, so you must lob grenades into their foxholes. Click the mouse button to pull out the grenade pin, aim the crosshair and click again, holding the button down to increase the strength of the shot. Release to throw, but make sure you do this within five seconds of pulling the pin. If you don't, you risk going to pieces under the strain!

■ Just like English hedgerows, Vietnamese ones can contain all kinds of wildlife. Unfortunately, it's usually very wild, and tends to be armed with AK-47s

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**GREMLIN**
**£19.99**

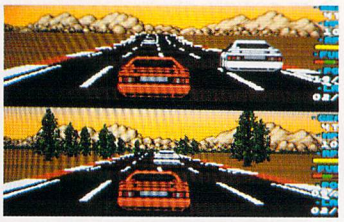
**■ If the idea of owning a high-power, police-beating sports car gets your motor running, then check out the brand new Lotus Esprit Turbo SE, from Gremlin. All you need to add is the fluffy dice and internal dipstick**

**■ The real McCoy. At rest, the SE looks like the kind of beast most mortal women would commit a dozen kinds of felony for... and young men would love to get picked up in. When pushed hard over hilly ground, it doubles as an aeroplane**

There are so many car racing games that the genre has become a tired shadow of its former self. We've all seen, played and got bored with *Turbo Out Run, Continental Circus, Chase HQ* and other rehashed has-beens. But every once in a while, a new racer pops up and gives you a pleasant surprise. This is one such game.

*Lotus Esprit Turbo Challenge* exudes attention to detail from the moment you whack it in your drive. A colourful, techie-looking attract mode expounds the virtues of your car, the 150 mph-plus Turbo SE. Press on the joystick and you can select manual or automatic gear changing and fire-button or forward-push accelerator, so there's sure to be a control method to suit you.

There are three levels, each with more races to get through and tougher circuits than the last. Easy circuits are flat, smooth-cornered affairs, while hard circuits are hilly, twisting and strewn with roadworks and blocked lanes. Regardless of the overall difficulty level, the tracks get tougher as you progress through each season.



**■ *Lotus Esprit Turbo Challenge* combines a competent racing game with an excellent two player option. Now you can give your mate a test drive and trash his ass at the same time**

You start each race from the grid as usual, but unlike in other games the other cars accelerate away at similar speeds to you. Your opponents (there are 19 in all) race the circuit for real, rather than popping on and off screen simply to block and annoy you, as they do in *Out Run*. If you overtake a car and then slow down, it fights to regain its position, keeping you on your toes throughout the race.

*Lotus Esprit Turbo Challenge's* most appealing feature is its two-player option. The screen is split into two horizontally, each driver having his own set of statistics and read-outs and the main track view ahead. You and your mate both have red Esprits, so you can distinguish yourselves from the rest of the cars. Plenty of scope for some real "ding-dong battles," as that Murray Walker commentator chappie loves to say.

### EFFECTS

The game is impressively fast, smooth and eminently controllable. The graphics are clear, well-drawn representations of the things they purport to be, and even in the two-player mode the screen is clear and easy to read at speed.

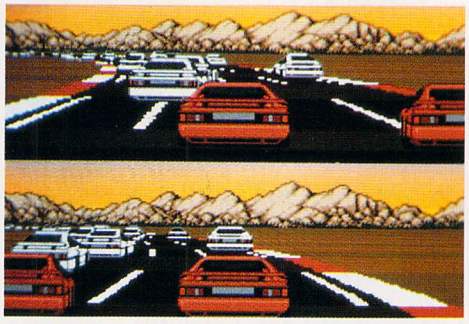
The sound effects, though chip-based, are thankfully neither repulsive nor unbearable. The car sounds are actually quite reasonable, even if they aren't samples, or you can choose one of four in-car tunes.

### VERDICT

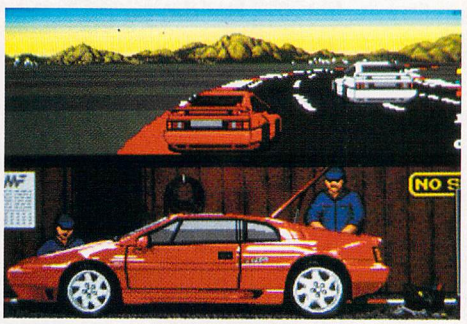
Against the pack or against a friend, *Lotus Esprit Turbo Challenge* pushes you further than most other race-games ever have, and it makes your joystick hand hurt like hell. While it might not be the most imaginative or original game ever, it's still well-written, beautifully presented and compelling to the very finish. If this ain't on your Christmas list, then you're a pedestrian!

**NEIL JACKSON**

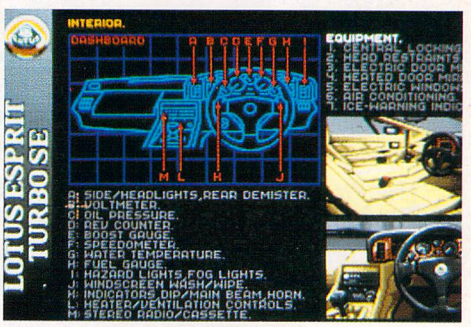
| | |
|---|---|
| GRAPHICS | 7 |
| SOUNDTRACK | 7 |
| INTELLIGENCE | 5 |
| INSTANT APPEAL | 9 |
| LONG TERM INTEREST | 8 |
| **OVERALL** | **86%** |



**■ Grid starts are crowded, tense and bloody scary! Just as in the real thing, there are too many nutters trying desperately to get to the front – including, in two-player mode, your friend in the other red Esprit**



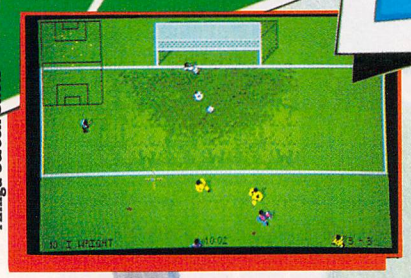
**■ Hitting the kerb on those wide cornering manoeuvres makes the car jump up and down in a most worrying way. So don't drink-drive or you're bound to end up in the gutter. Didn't your mum teach you anything?**




**■ Gremlin's exemplary attention to detail on the technical specs of the Esprit Turbo SE certainly provides you with much more info than you're likely to get from the Arthur Daley character at your local used car lot**

# KICK OFF 2

# A NEW DI
# SOCCER S



Amiga Screen Shots

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

* **Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.**
* **1 to 4 players option. (Amiga and ST only)**
* **2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)**
* **Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.**
* **Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.**
* **9 types of corner kicks with full control of shot power. Long and short throw ins.**
* **Team selection from a squad of 16 with substitution and a choice of tactics.**
* **League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.**
* **Facility to view, edit and save the Action Replays and create a Golden Shots disc.(Excl. IBM & CBM 64)**
* **Facility to load Player Manager teams and tactics for a single or league game.**
* **Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.**

**ST ACTION** - The best game ever to grace the ST. Highest accolade I can give.
**AMIGA USER INT** - The best computer game ever **97%**
**THE ONE** - Ultimate soccer simulation. **96%**
**THE ACE** - Brilliant. Buy, Buy, Buy. **930.**
**AMIGA FORMAT** - Best footy game to have appeared on any machine. **94%**
**ST FORMAT** - What a game! Gem to play. Magic. **90%**
**C & VG** - Championship winning material. **95%**
**GAMES MACHINE** - Probably the best sports game ever. **92%**
**COMMODORE USER** - No other footie game can touch it. **90%**
**AMIGA ACTION** - Surpasses all other football games. **93%**
**POPULAR COMPUTING WEEKLY** - Nothing short of brilliant.
**NEW COMPUTER EXPRESS** - Computer football event of the year.

**AMIGA & ST £19.99 EXP. AMIGA £24.99**
**IBM (AT & XT Turbo, EGA & VGA) £24.99**
**CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99**

An International class player takes charge of a third division club as Player Manager. His brief is simple **-Bring Back The Glory Days.**
His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, aquiring the right players from the transfer market and building a team worthy of the highest honours.

* **Unique facility to design and implement your own tactics.**
* **Over 1000 individual players, each with a unique combination of attributes and skills.**
* **A lively transfer market. Haggle for the best deal.**
* **4 division league and a cup tournament with sudden death penalty shoot out.**

*The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.*

**ST. ACTION** - A stroke of pure genius.
**THE ONE** - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.
**THE ACE** - Successfully blends challenging soccer management with frantic end to end arcade action. **920**
**NEW COMPUTER EXPRESS** - The sheer depth is incredible. A definitive management game.
**COMMODORE USER** - At last a management game that requires true management skills - a winner. **94%**
**ST FORMAT** - Brilliant. **93%**
**AMIGA FORMAT** - Enthralling and addictive. **93%**
**ZZAP** - Best football management game ever written. **92%**

**AMIGA - ST £19.99**

# ENSION IN MULATIONS

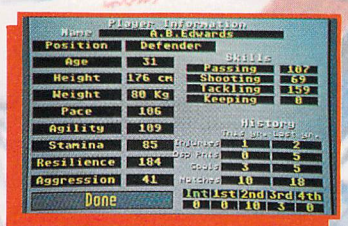
## THE FINAL WHISTLE
**Amiga - ST £12.99** (Rel. Nov.)

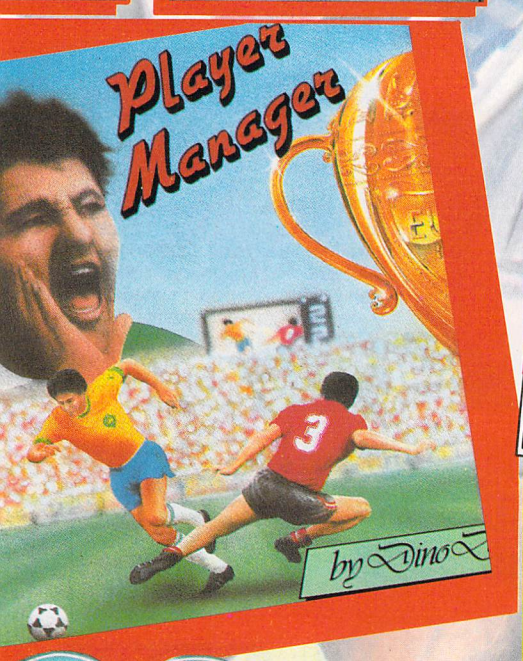
Raises the skills required and gameplay of KICK OFF 2 to new heights.

**Two extra kits.**
**Look at any player stats. (attributes and skill) before selecting squad.**
**Totally new corner kicks with full control of the power, height and trajectory of the ball.**
**Enhanced throw ins and penalty shots.**
**Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.**
**New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.**
**Linesmen and referee on the pitch.**
**A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.**
**4 new pitches - Wembley - Icy - Muddy - Non-League**

**And Lot's More**

**WINNING TACTICS** (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.
**RETURN TO EUROPE** (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.
**GIANTS OF EUROPE** (Rel. 1991) Best teams of Europe on one disc.



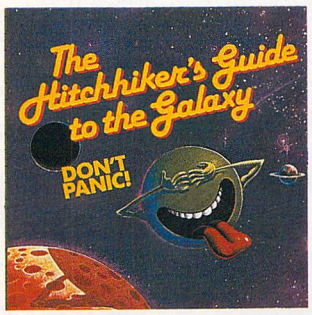
Draft specifications. Subject to changes without notice

ANCO SOFTWARE, UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT.
TELEPHONE No: 0322 92513/18 FAX No: 0322 93422

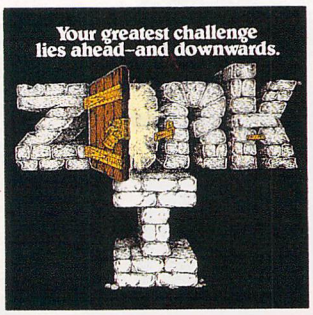
# Nick never got any chicks, until he bought those Infocom from Mastertronic games

# NOW THE ONLY LIMIT IS YOUR IMAGINATION

## Classic Infocom Interactive fiction is back – at an irresistible price.

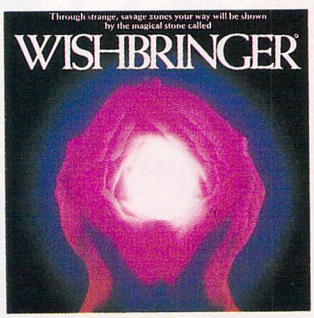



**HITCHHIKERS GUIDE TO THE GALAXY -**
You play the role of hapless Arthur Dent in this mind-bogglingly hilarious story by the best-selling author Douglas Adams. You'll chortle while your planet is demolished, yelp with laughter when threatened by the Ravenous Bugblatter Beast of Traal and split your sides as you search the galaxy for a decent cup of tea.




**ZORK I -**
This phenomenally popular story plunges you into the extraordinary environs of the Great Underground Empire in search of incomparable treasures. You'll come face to face with outlandish creatures as you make an amazing odyssey with so many twists it can offer new surprises every time you explore it.

**PLANETFALL -**
In this sci-fi comedy, you're a stellar Patrol Ensign 7th class - as low as you can go. Then your luck takes a turn for the better. Your patrol ship explodes. True, the mysterious, deserted world to which you're jettisoned is plagued by floods, pestilence and a mutant Wild Kingdom, but you'll have Floyd, a mischievous robot, to help you find the secret to saving it.




**WISHBRINGER -**
You begin as an ordinary mail clerk delivering a mysterious random note and end up - magic stone in hand - embarking on a remarkable series of whimsical adventures. You'll need all the wishes that the stone will grant you, because your final destination is somewhere beyond your wildest dreams.

**LEATHER GODDESES OF PHOBOS -**
You've been kidnapped by minions of the fiendish Leather Goddesses of Phobos who are plotting to turn the earth into their private pleasure palace. Succeed in escaping their clutches and you'll begin a naughty, bawdy and very amusing romp across the solar systerm. Your mission is to collect the materials you'll need to defeat the Leather Goddess and save humanity from their dastardly plan.

## AVAILABLE on PC, Amiga & ST

## £9.99

**For Further Information please contact:**
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VIRGIN MASTERTRONIC LTD
16 PORTLAND ROAD
LONDON W11 2LA
TEL: 071-727-8070

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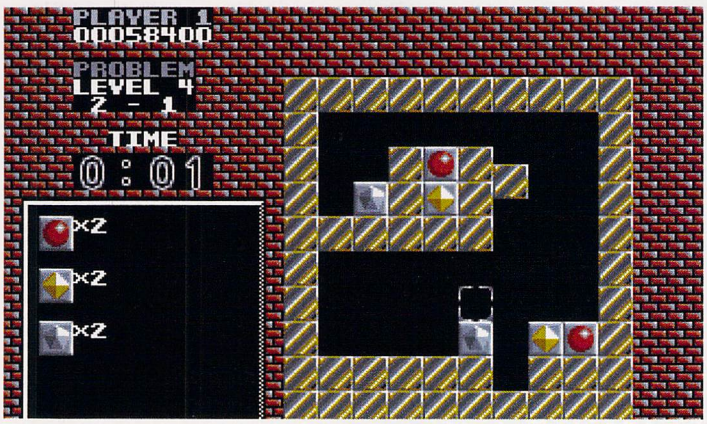



■ The idea was right, but with just one second remaining it's time out... *Puzznic* might look easy, but it demands real strategic thinking

## OCEAN £24.99

# puzznic

Oh no! Not another of those blasted puzzle games! Games that look dull to the casual observer, but keep you glued to the keyboard for hours on end when you know damn well that you've got far more important things to do. Oh yes, that's exactly what kind of game *Puzznic* is.

It's all about matching blocks of the same type together. Put one next to another and they disappear; clear everything on the screen and you're through to the next problem. The difficulty lies in the nature of the puzzles. Often there are three blocks of a like type, and these need to be brought together simultaneously – or else you have a spare one left over and no way to get rid of it.

To complicate matters still further, unsupported blocks fall until they hit something. Then, as well as the blocks, there are stationary walls too, which cannot be manipulated, and other walls that do move – but not under your direct control. They're often the key to solving the puzzle – you have to drop blocks onto them – but in these circumstances, split second timing is vital.

You're pitted against four puzzles on each of the eight increasingly difficult levels – but when you advance a level, you get a further choice of routes, so where level one has one set of four puzzles, number two has two sets – you can chose which one to go for after completing level one. This goes on until you reach level eight, which offers eight lots of brain teasers to test you.

When you finally manage to work out exactly how you *do* complete the blasted brain teaser that's had you stumped for the last fifteen minutes – well, it's a feeling of joy, love, well-being and general happiness with the world at large.

### EFFECTS

Graphically the game won't set you shaking with excitement. Then again, there's not really that much that could be done with a set of square blocks. Most importantly, the blocks are clear and distinctive, so there's no danger of confusion or getting the blocks mixed up. The problems are much more cunning than that.

### VERDICT

*Puzznic* may lose out on the cuteness that other puzzlers – like *E-motion* – have, but it has to be one of the most addictive since... well, since ST puzzle games began. Though the rules are the same for each level, the sheer number of puzzles gives it a variety unsurpassed by other games. What's more, the choice of different routes means that if you get stumped by one particular puzzle, there's always a way around it. When you finally do reach the last level, there are another 127 ways to complete the game.

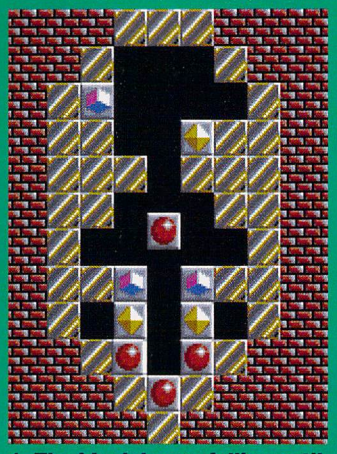
Get hold of *Puzznic* and *Puzznic* gets hold of you. And it won't let go for a long time to come.

**ADAM WARING**

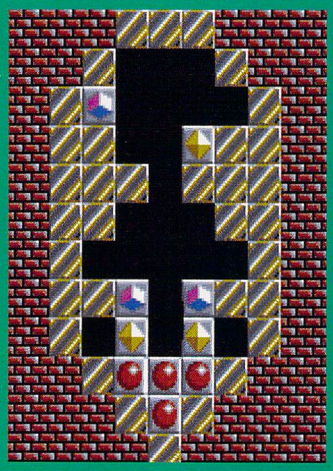
| | |
|---|---|
| GRAPHICS | 6 |
| SOUNDTRACK | 3 |
| INTELLIGENCE | 8 |
| INSTANT APPEAL | 8 |
| LONG TERM INTEREST | 9 |
| **OVERALL** | **86%** |

## CATCH A FALLING BLOCK

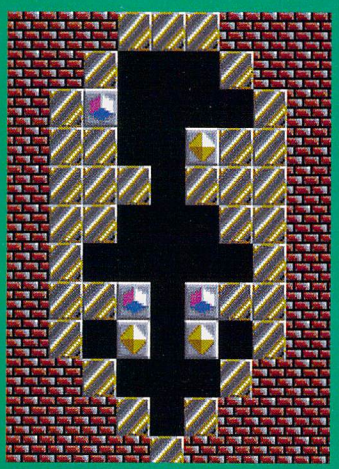
■ Points are scored by connecting blocks of the same type together. You have to clear the whole screen to progress to the next level



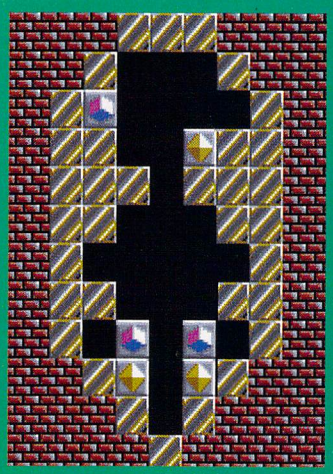
1. The block keeps falling until it hits the bottom of the pit...



2. In that position it connects all the red blocks together ...

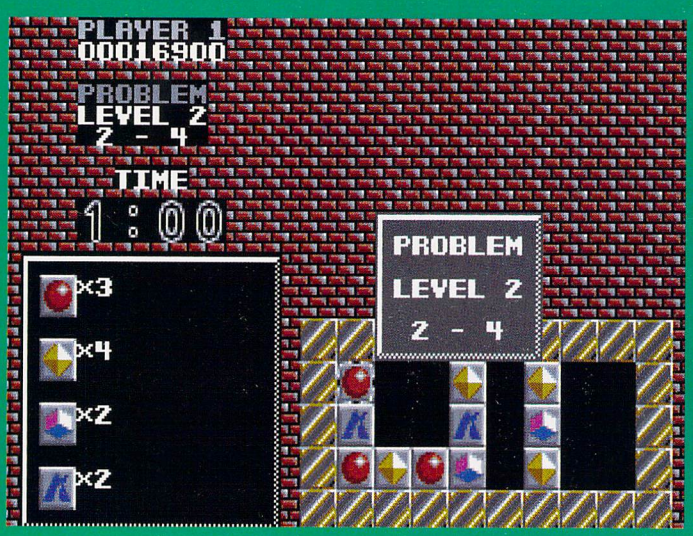


3. They disappear, and the unsupported blocks fall...



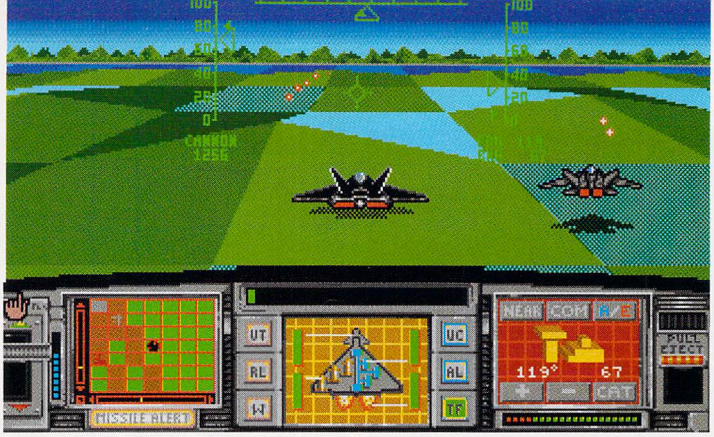
4. Leaving you to work out how to get rid of the rest!

■ (below) The start of a level. You have just one short minute to clear away all those blasted blocks... 11 of them, it says



# DIGITAL INTEGRATION £24.99

# ATF 2



■ **They go up-tiddly-up-up, they go down-tiddly-down-down, but are they magnificent? Those men, those machines, that *ATF 2*, in full...**

■ **Captain, I'm getting a reading now. It's Earth, probably during the 21st century, according to this book. OK, Spock, let's take her down, I need some fags...**

Two years ago, Digital Integration released their flight-sim hit *F-16 Combat Pilot*. Now they're back again with *ATF 2*, but unlike its predecessor it's centred on a fictitious aircraft from the 21st century known as the Advanced Tactical Fighter.

You must fly your *ATF* through a collection of missions, attacking ground, sea and airborne targets until your opponent is vanquished. To make this difficult, the enemy is a dynamic force that grows in size as you progress. You may be winning great battles and destroying his resources in one area, only to discover that he has been carving up your homelands in another.

■ **I think we could be in for a bit of trub if this is the crew we have standing by for Operation Deodorant Shield ! Oi! You, boy, wash your face! Get yer 'air cut!**

Gameplay is simple. Don't expect *F-16 Combat Pilot*'s precision and system–complexity in *ATF 2*. You have only the most basic functions available: weapons selection, a map, flight readouts and an automatic "Ariadne's Thread" that guides you to your next target. These systems are easy to use, leaving you to concentrate on the important job of engaging the enemy.

There are two distinct forms of the enemy. Fighter planes track in from the front or rear, and flak (ground-based artillery fire) blooms up into the sky as you approach the more strategic targets. Dealing with the planes requires you to use the RL (roll) button on the console to flip you up and over, and then VT (vectored-thrust) to jump back behind them. Danger is increased by the enemy's missiles and you must jam them using the Missile Alert button when it flashes. The flak, however, is not too much of a problem, since it's unguided and you can generally dodge your way through it.

■ **Arm the *Advanced Tactical Fighter* using the remote controlled sytems that pop up out of the floor. You're ready to roll!**

Locking on to targets is another simplification of old *F-16 Combat Pilot*. If you have the correct air-to-ground weapon armed, a small square box on the Heads–Up Display shows you the chances of a hit. When a diamond is overlaid on the box, the missile is locked on and can be released with a good chance of target destruction. Some targets are better off just damaged, because your troops can then use that location to strengthen your resources, but you have little control over this element of the gameplay.

■ **Hit the afterburner and take a good swig out of the hip flask. And remember, kids: look left, look right, look right again, get confused and never, ever cross the road with your undercarriage hanging out**

### EFFECTS

*ATF 2* uses 3D filled-vector graphic techniques (like those used in *Falcon, F29* and *F–16)* and standard bit-map sprites more common in road-race games. The overall effect is smooth, but not altogether convincing. You tend to feel constrained by the repetitive attack patterns and lack of ground detail.

Musically *ATF 2* offers very little, but you can deselect the annoying chip-based tune. Sound effects are marginally better, but do not convey the feeling of "being there."

### VERDICT

After the spectacular *F-16 Combat Pilot*, *ATF 2* is a bit of a let down. It's obviously not a flight-sim, but it would have been better if the flying were more realistic. Basically, it's an airborne version of *OutRun*, with a similar lack of gameplay. Though it's enjoyable for the first few games, interest in it soon wanes. Buy it if you enjoyed *Space Harrier* and other games of that genre, but don't expect it to be in the same league as its flight-sim stablemate.

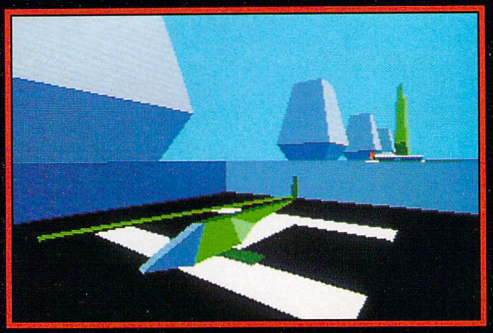
**NEIL JACKSON**

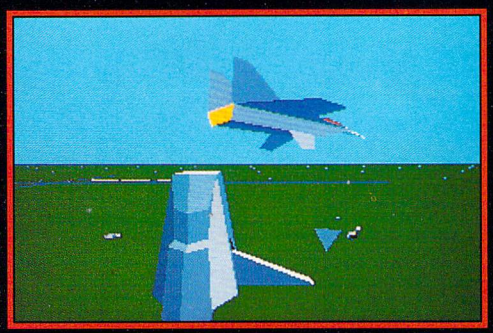
| | |
|---|---|
| GRAPHICS | 6 |
| SOUNDTRACK | 5 |
| INTELLIGENCE | 5 |
| INSTANT APPEAL | 7 |
| LONG TERM INTEREST | 7 |
| **OVERALL** | **74%** |

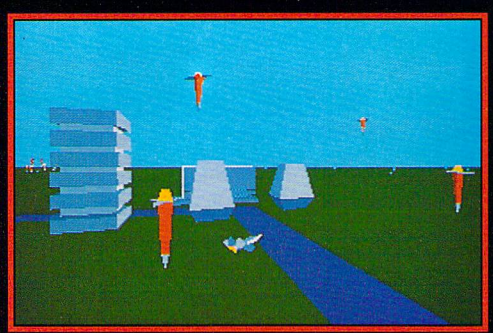
■ **Dodging the enemy calls for hyper–quick reactions and a strong gut muscle. You need to hit the roll button fast to rotate up and behind the enemy and avoid taking hits**

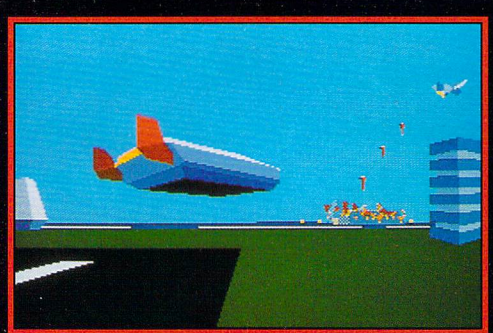
■ ***(À la* Peter Snow) The statistics show a marginal ten-percent swing away from and then back to Labour negating the overall effect and can I play with those tanks now?**

■ **Tankbusting looks great from the pilot's point of view, but you'd think twice about being a tank commander if you knew just what it looked like from inside the tank!**









# ARMOUR-GEDDON

Post-Holocaust: A power crazed entity desires control of earth. They develop an energy beam and intend to bounce it off a custom-built satellite back to earth . All unprotected life will be wiped out.

You select and control up to six diverse hi-tech vehicles at once in a race against time to seek and destroy enemy power lines and eventually knock out their beam generator.

Build up your arsenal by collecting enemy resources to help develop and create your own new weapon systems.

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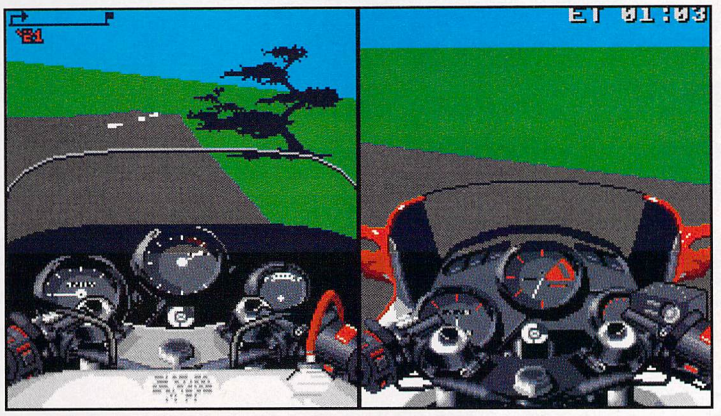
# ultimate ride

## MINDSCAPE £24.99

Super-fast, lunch-repeating racing games are in vogue at the moment. Ever since the days of the abysmal *Outrun*, they've grown ever faster and the graphics increasingly bigger and more detailed. *Ultimate Ride* is probably the most thoroughly researched racing game yet, with incredible attention paid to how the bike reacts in real situations. It's so detailed, in fact, that if you get the speed right you can even perform wheelies.

Before you get to all that, though, you first select one or two-player mode: in the latter, the screen is split vertically with each player's bike and road area shown in one half of the display. After this you're through to the bike select screen where you pick the type of bike you wish to ride, tyre types (you need different tyres for different roads), hills, bends and weather settings.

With these options selected you're then through to the main action with a choice of race track or street course. In track courses you first need to complete a two-lap qualifying race to determine your starting position. You then race against five other bikes. The street courses put you in a manic cannonball run, racing against the clock. There are six possible courses available for both Track and Street courses.




■ **In two-player mode the screen is split in half, showing each player's position on the track. Here the speed of the game has been improved by switching off the roadside sprites and wing mirror views. Notice the effect this has on the tree in the distance, now reduced to a silhouette – a graphic sacrifice for better playability**

### EFFECTS

Wing mirror views of what's going on behind you have rarely made their way into a racing game and they lend a great deal of realism to the action. Top this with more than 70 roadside sprites – from daunting trees and rocks to bales of hay, cars and even a few sheep – and you have a game which looks damn near stunning. Seven animated sequences accompany the end of a race just to give some continuity to the action.

But sadly, these amazing visuals cannot conceal the fact that the graphics move ridiculously slowly. Fortunately, the programmers must have realised what a problem this is, and there's an option from the main playing screen to turn the roadside sprites off. They're still there for you to crash into, but they're blacked out so all you see is a silhouette. Why, you might ask, should you want to play with the roadside sprites blacked out? The answer is simple: with sprites swtiched off the game manages to run at a playable speed.

There's a similar situation with the sound effects. You can choose to play either with sampled sound effects or ST sound chip noises, and though the sampled engine noise is brilliant it has the effect of slowing the game down slightly. Personally, in those circumstances I can live without that throaty roar.

### VERDICT

Complex and detailed research went into deciding how the bike should respond to your every movement, but this all seems to be at the expense of gameplay. With sprites and sampled effects switched on, *Ultimate Ride* looks and sounds brilliant but is just far too slow to be an absorbing challenge. The option to speed up the game by switching off the roadside sprites certainly makes it far more playable – but then the game looks and sounds like it's just free-wheeled its way out of the ark.

At the end of it all, *Ultimate Ride* makes a good simulation but a pretty average racing game.

**MARK HIGHAM**

| | |
|---|---|
| GRAPHICS | 6 |
| SOUNDTRACK | 7 |
| INTELLIGENCE | 2 |
| INSTANT APPEAL | 8 |
| LONG TERM INTEREST | 6 |
| **OVERALL** | **67%** |

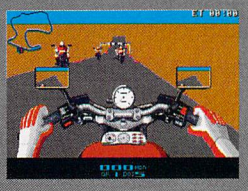
## REV FOR ACTION AND GO INTO FULL THROTTLE

**When you play a full race you need to take two laps round a qualifying track to determine your starting position. If you can't be bothered with all that boring official stuff, pull down on the joystick and you're put without any effort into fifth place at the start of the full race – the heat is really on then!**

■ **Get those revs up, wait for the light to change to green, then charge the crazy man with the flag and watch the blood fly**

■ **(left) Before you tackle the race proper, you get a choice of nine bikes, all carefully researched to respond accurately during the game. Besides picking the top of the range bike, make sure you pick the correct tyre type to improve your grip on the road surface**

■ **(below) Avoid those trees and make sure you stay on the course. If you stray from the road for too long, your bike crashes and you die horribly**



■ **Whoops! Back to the road! You didn't do too well in the qualifying round, so it's into fifth place for the actual race**

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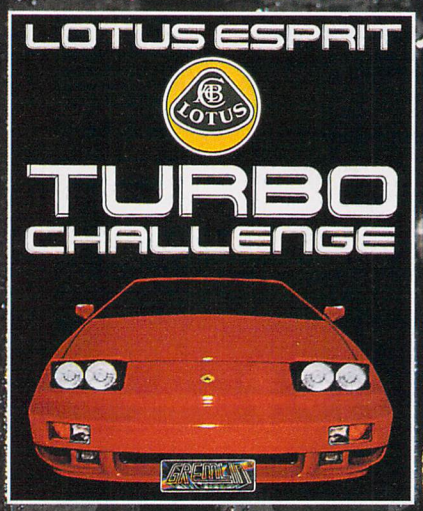


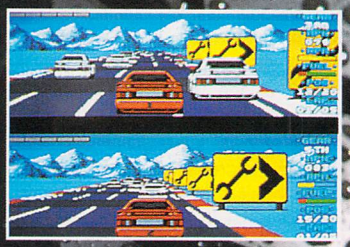

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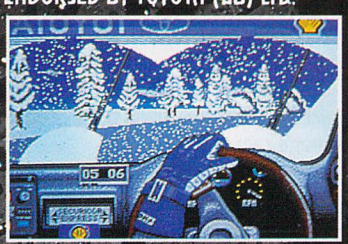

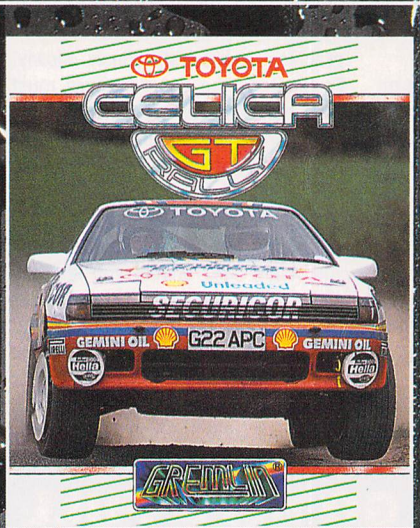


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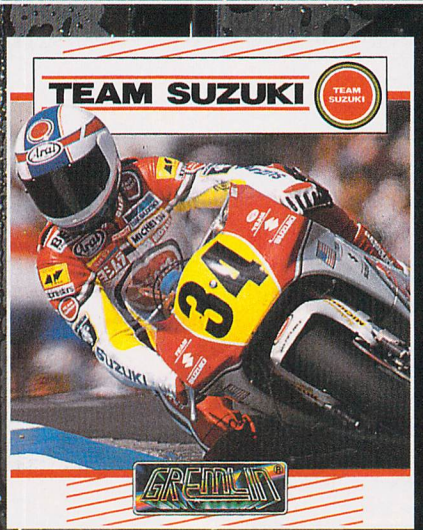


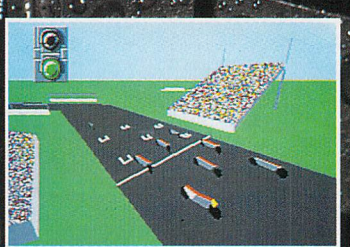

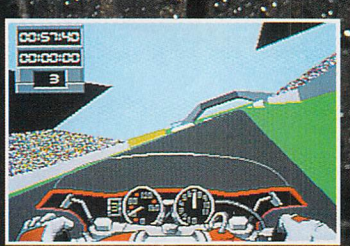

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# 9 lives

**ARC £24.99**

As anyone who's been woken up by a cacophony of whining firework noises at three o'clock in the morning can wearily testify, cats love to bonk. What's more, with nine lives to play around with, you get nine times as much fun as anyone else (or nine times as much trouble...).

Take Bob Cat, for example, hero of *9 Lives*, Romeo from the wrong side of the tracks, and besotted suitor of Claudette Cat, who's been kidnapped by "The Mad Scientist." This tom's so testosterone-stoned that he's willing to brave four labyrinthine levels of platform game to snatch her back. It sort of makes you wonder whose company she's going to be safest in.

■ **Well, I've got my key in the left-hand bottom corner – now to release my poor old chum who's locked up there in the cage. Er, perhaps I'd better go in the right direction first...**

■ **Better watch out for those goolie-snapping piranhas, Bob!**

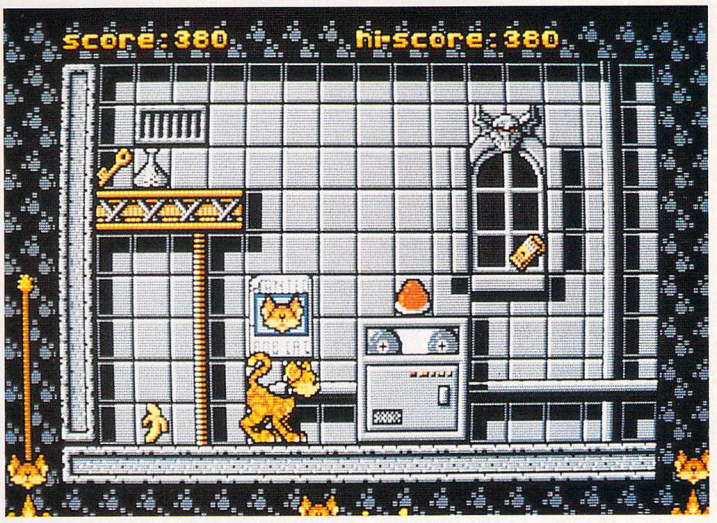
Randy Bob has to jump around locating sufficient keys to release 24 other chums who are locked up in cages. Blocking your progress from the highest cliff-face to the deepest flooded tunnel are characters who munch away at your energy when you bump into them.

Be prepared as you encounter robotic stick insects, vampire owls, grumpy bulldogs and chomping piranha fish – with more than 100 rooms making up each level, the list seems endless. And as if that isn't bad enough, the whole place is littered with spikes which snatch away one of your nine lives whenever you land on them.

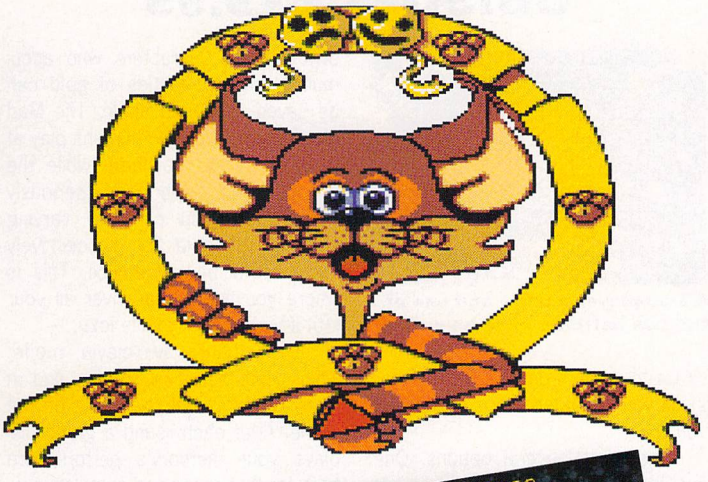
On the plus side you do have your ball of wool, which stuns the enemy for a second or two to let you by. Then there are the pick-ups: food to replace that lost energy, presents to shower your girlie with when you eventually reach her and various other fancy goods which enable you to fly, turn invisible and become immune to the baddies' malign touch.

### EFFECTS

The only downer is the jerky fashion with which the screen jumps from room to room, but it's a small price to pay for the colour and animation. Not only are the mutated animals frenetically energetic, they also make for an army of very vivid characters. There's some nice humour as well, like when Bob jumps off a ledge with nothing below and freezes in mid-air with an expression of comic terror before plummeting down – pure Loony Tunes. The sound however is no more than the usual cute-game jingle.




■ **Introducing Mr Bob Cat Puddycat. Bit of a randy old devil and a real glutton for punishment, he's got four incredibly difficult levels to cross before he gets his gal. (Hope he packed the Milk Tray!)**



■ **If you find an angel wings icon you end up flying for about 20 seconds or so – handy for grabbing the odd highly-hidden key, eh?**

■ **Not only are the sprites in *9 Lives* bright and colourful, but there's a real Loony-Tunes sense of humour to them. It's little touches like these that make the game such fun**

### VERDICT

Arc aren't afraid of advertising *9 Lives* as a hard game, so that's the level it ought to be judged at. You gauge the height of your jumps by how tall the tail at the side of the screen is but you need a lot of practice to master it. You also need to lose quite a few lives jumping off-screen onto spikes if you want to find your way around.

Beginners will give up on it very quickly, but if you're a veteran platform player with an insatiable appetite for a challenge then this is as tough as it gets – just be ready to cancel all engagements for the next four weeks.

**ANDY IDE**

| | |
|---|---|
| GRAPHICS | 8 |
| SOUNDTRACK | 5 |
| INTELLIGENCE | 6 |
| INSTANT APPEAL | 7 |
| LONG TERM INTEREST | 8 |
| **OVERALL** | **74%** |

■ **Playing Memory Quest, the first stage of *Brain Blasters*. Can you get the pattern right before your time's up? You've got to complete 25 levels in a row to pick up the magic ball...**

# brain blasters

## UBISOFT £19.99

Have you got a photographic memory? If you haven't, skip this straight away, 'cos *Brain Blasters* is aptly named, pulping your little grey cells into a consommé with its infuriating blend of arcade action, vicious time limits, ultra-quick-thinking and horrible, horrible memory tests.

The plot is typically French – that is, almost entirely notional and extremely daft. You are leading a team of magician types and your aim, as you battle against either the computer or other players, is to amass enough gold to make it to a final challenge with arch-mystic lozu – but whether you actually get that far is another matter...

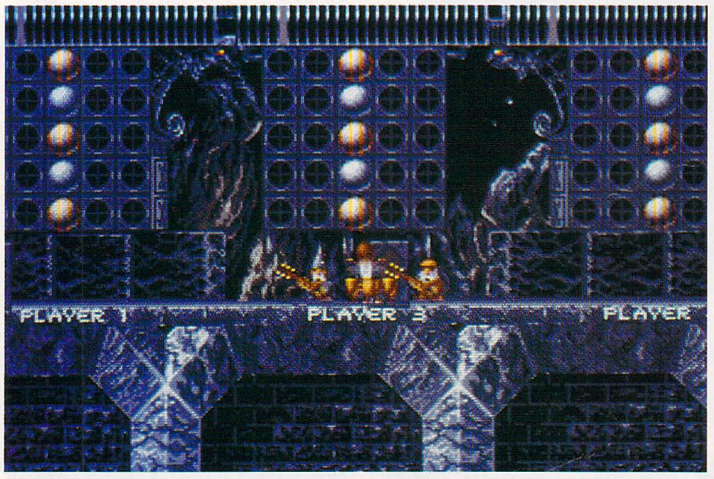
The first stage of the game is the Memory Quest, 25 successively harder memory tests. Pass them all and you collect a magic ball, which you need when you tackle lozu. At the start of each round, you face a five-by-five grid with a number of tiles on it. In 60 seconds you must memorise the colours, shapes and positions of these tiles, then use your little on-screen figure to collect the tiles that fall from the sky, run to the grid and plonk them down in (you hope!) the right place.

Other little bonuses fall from the sky to help you out. One acts as a joker, coming up with the right tile wherever you place it on the grid, and another lets you duplicate one of the tiles already there. A third enables you to use the full width of the screen (invaluable in two-player mode), while another gives you a glimpse of the correct pattern, just in case you forgot. The final one is wrapped up as a parcel, and it either gives you a mystery goodie or blows you up!

■ **Two-player mode – and one of the two patterns *must* be wrong!**

There are several options. One enables you to choose the names of the wizards on your team from the list given and even substitute your own names. Characters who accumulate large quantities of gold can be saved and used again. The Mad Mod option lets three humans play at once (absolute mayhem), while the "Contact God" option is seriously weird. Here you can pay varying amounts of gold for successively more useful bits of advice. This is where you finally hand over all your loot if you want to tackle lozu.

Then there's two-player mode, which gets seriously frantic, and in many ways is the best bit of the game. After each round a graph displays your memory's performance both for that round and cumulatively.




■ **Total chaos is about to break loose in the three-player Mad Mode. That's the pattern you've got to reproduce – but with all three of you frantically dashing around the screen, *who's going to make it first?***

### EFFECTS

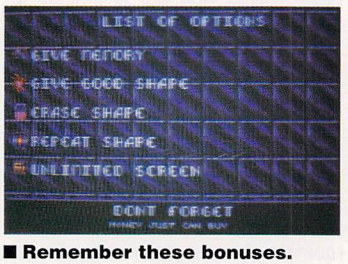
Although it's essentially a static-screen puzzle game, *Brain Blasters* is very good-looking. The backgrounds are nicely-drawn and atmospheric, and the shapes you have to manipulate colourful and detailed. Best of all are the little magicians, who whizz around at great speed and are very humorously animated. Watch out in particular for the musicians who play while you memorise each pattern – very, very funny. The sound is excellent. The jingles and tunes are original and rather catchy, and the sound effects are nicely done too.

### VERDICT

The convoluted plot for *Brain Blasters* disguises the fact that it really is an extremely simple and addictive game: once you know what you're doing, you're hooked. It really does combine a whole host of game-playing skills – you need fast reactions to grab pieces you want before the other player gets them, and strategic thinking as you work out which bonuses you want and which are quickest.

Most of all, though, you need an eidetic memory which can etch a complex arrangement of colours and shapes in your mind within the minute or so you've got to beat that wailing devil waggling furiously next to you. Playing against the computer, it's good. Playing against another human, it's brilliant.

**ROD LAWTON**




■ **Remember these bonuses. Without them, the more complex advanced puzzles are impossible**

| | |
|---|---|
| GRAPHICS | 7 |
| SOUNDTRACK | 8 |
| INTELLIGENCE | 8 |
| INSTANT APPEAL | 5 |
| LONG TERM INTEREST | 7 |
| **OVERALL** | **88%** |

# Captive©

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*Eventually you find a motley crew of four droids ready to help bring about your escape..*
*..so begins your quest for freedom!*

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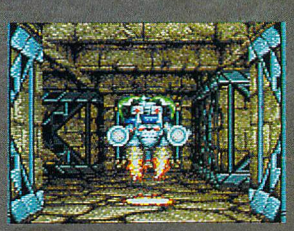

*Actual screen shots*

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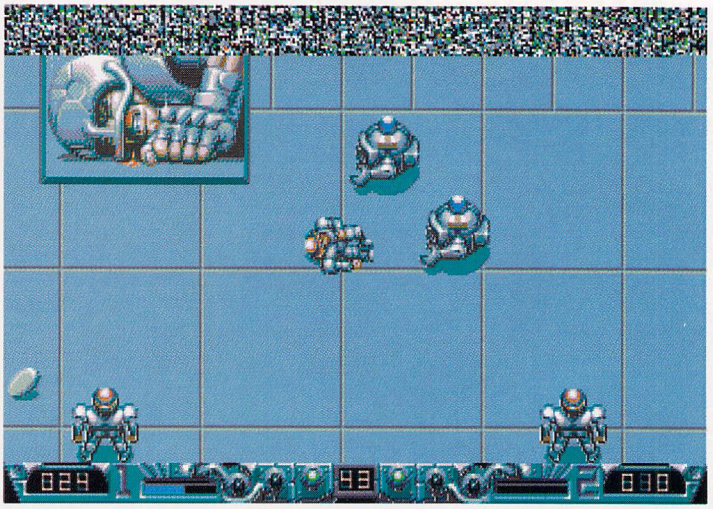
**We interrupt this magazine to bring you these newsflashes. The sky is pink with polkadots, Saddam Hussein has relocated to a business park just off the M25 and Mr Billy Zurkonian has just completed a record three weeks with a carnation up his left nostril. This has been Andrew Hutchinson, the Gaza strip, Clapham. Right, where were we? Oh yeah, the *Speedball 2* review... bung us that joystick**

## MIRRORSOFT £24.99

# speed

■ **Budding Len Faircloughs sign here. This is the management screen where you can buy, sell and train your team, Brutal Deluxe – so called for reasons which should be very obvious**



■ **Science lesson number seven: what happens when a large, solid, metallic sphere impacts with a human cranium at great velocity? Well, class, it's pumpkins off multi-storey car-parks time, basically!**

Two years ago *Speedball* took the ST games world by storm. It featured dazzling gameplay, a league option and the kind of depth which meant the game had a very long shelf-life. A sequel was always on the cards and now the Bitmap Brothers have come up with the goods.

*Speedball 2* is a futuristic ball game. Two teams battle it out on a large pitch and attempt to score goals by throwing a metal sphere into a goal. There are 12 men in a team, three of whom are substitutes (so, err... that means there's nine on the pitch at a time, I think, possibly).

A game consists of two halves of 90 seconds. At the end of the first half the teams swap ends and play continues. The ball is shot out of a retractable machine in the centre of the pitch and two players from each side have to scramble to the ball to gain possession. There's no out-of-bounds, so the only time the ball shooter is used is after a goal or at the start of a half.

Absolutely anything goes in *Speedball 2*. Players cannot be sent off, no matter how brutally they do someone over (bit like the Italian league really) – in fact you earn ten points for every player you send off the pitch on a stretcher! When a player has possession, a large red or blue letter (depending on your team colours) appears above his head – M for a midfield player, A attack and D defence – and to get the ball off him you either perform a sliding tackle on him or hit him a few times.

*"Speedball 2 is more of the same but it's extremely well done and a superb game"*

The game relies very much on passing. You can bounce the ball off the walls, the objects on the pitch or other players. The ST controls your team-mates until you decide to take control of one of them. Even then, however, their intelligence tends to vary. You can either be supported on your mad run up the middle of the pitch or left with your bum hanging in the wind while the rest of the team takes time out to perform brain surgery on the opposition.

Some tasty features are placed around the perimeter wall of the pitch and actually on it. These include warp gates which send the ball to the opposite side of the pitch, pinball-like score multipliers and Electro-bounces which make the ball unstoppable by the opposition until you lose possession. In addition, money and power-ups – which can give you extra stamina, lock your goal or even sap the other side's strength – appear sporadically on the pitch.

There are four game types available – knockout, league, cup and exhibition – as well as a practice option. The first three enable you to manage as well as play with the team. Players can be bought and sold and your team trained to your satisfaction.

From the management screen a gym option enables you to boost the eight attributes which make up the skills of each player: speed, stamina and even intelligence can be souped up, but it all costs money – and that you must earn by running over coins which appear on the pitch in the course of a game.

What's more, the team can be trained individually or en masse. If

# ball 2

■ **The fixtures screen not only shows you who you're up against in your next game but also displays the relative strengths and weaknesses of the opposing team's players, so you can "train" your team accordingly**

■ **Frog-march your team down to the gym for a good, sweaty, all-boys-together workout. Speed, stamina and power can all be tweaked – and you can also stick a large needle in a player's head for a handy brain boost**

you choose the league or cup options, then the game can also be saved to disk.

### EFFECTS

Where other sports simulations fail because they look weedy and indistinct, *Speedball 2* succeeds because it looks hard and clear. The metallic colours of both the pitch and the players' suits look excellent. What's more the players are all clearly visible, to the extent that you can actually see fists landing on heads. Animation and scrolling are both top notch, making movement about the pitch and interception of the ball a cinch. Sound is fairly average but this doesn't seriously detract from the game in any way.

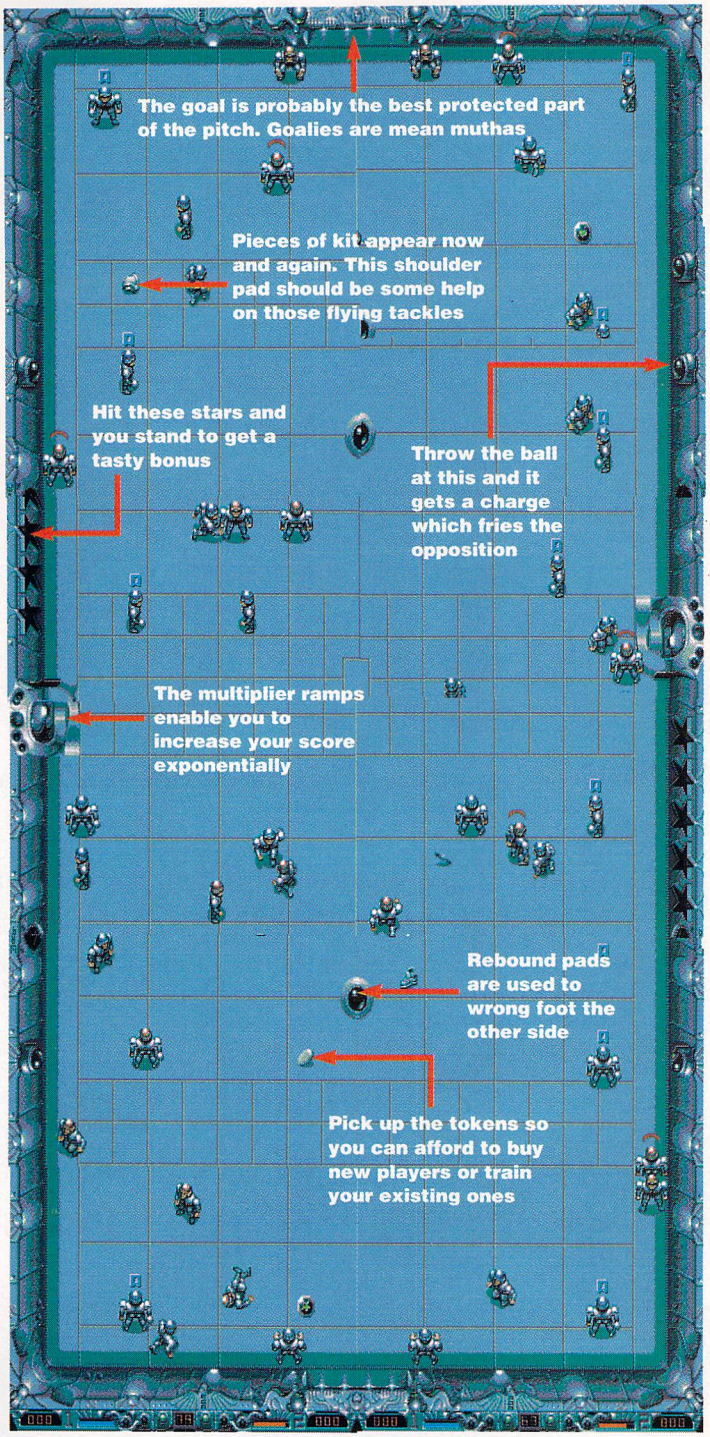
### VERDICT

Wicked, basically. *Speedball 2* oozes quality from every screen. However, it is a sequel and therefore treading on its own feet to a great extent. Everything has been tweaked or changed from the original: the pitch is now twice as big, the players have more animated movements and gameplay is even more fluid. The league and cup options enable you to spin a game out to a season, and there's the knockout or the exhibition options for someone who just wants a quick game.

One of the best things about *Speedball* was the ability to really rub someone's face in it when you scored a goal. This version goes one better by including slow motion replays of the goal. *Speedball 2* is more of the same but it's extremely well done and a superb game.

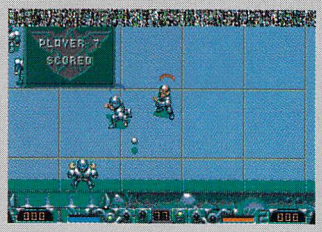
**ANDY HUTCHINSON**

| | |
|---|---|
| GRAPHICS | 9 |
| SOUNDTRACK | 8 |
| INTELLIGENCE | 8 |
| INSTANT APPEAL | 9 |
| LONG TERM INTEREST | 9 |
| **OVERALL** | **88%** |




■ **Like a cross between a hockey pitch and a pinball table, the playing area in *Speedball* gives you plenty of room for action plus some very tasty, sometimes violent bonuses to pick up along the way**

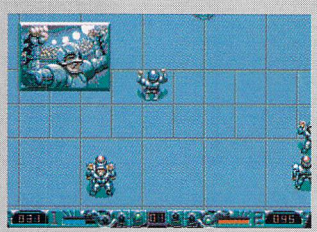
## GEEZER'S GUIDE TO SCORING A GOAL, THE *SPEEDBALL* WAY




■ **Yeeeaaaaaaahhhhh..... we've scored! What do you mean you missed it? Just watch the action replay...**

■ **Sultry Simon skilfully sidesteps poor pouting Peter, the plodder, and gallops grimly for the glamorous goal...**

■ **He keeps his head (literally) and lobs the ball into the goal in a debonair and every so slightly touching sort of way...**



■ **A quick victory celebration in the middle of the pitch is bound to annoy the other team (we hope! Hahaha)**

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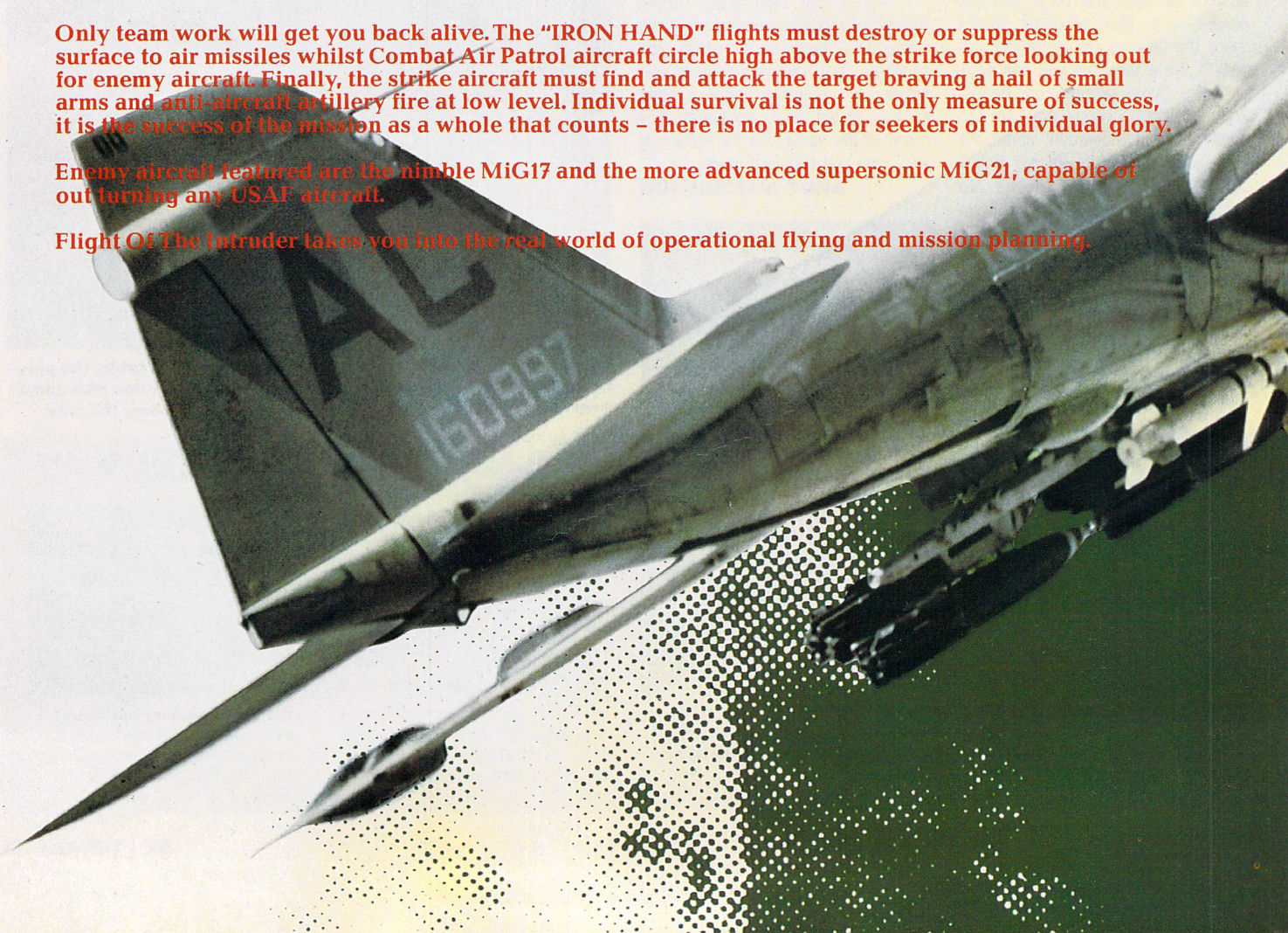

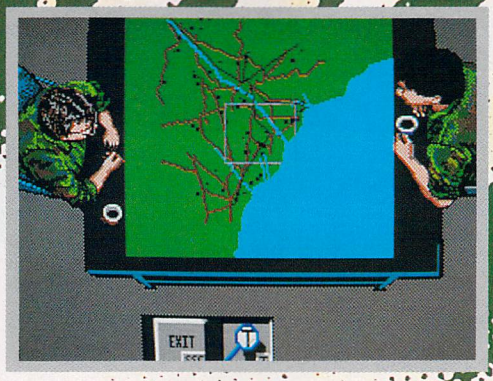


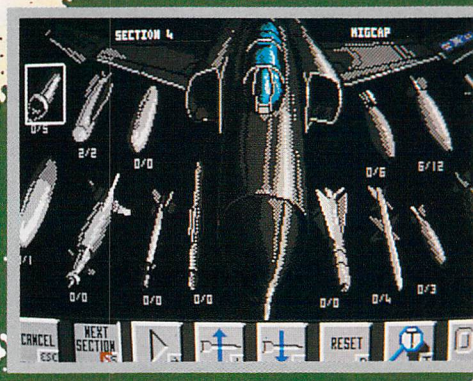

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BY THE AUTHORS OF FALCON

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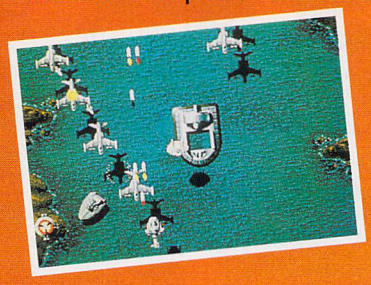
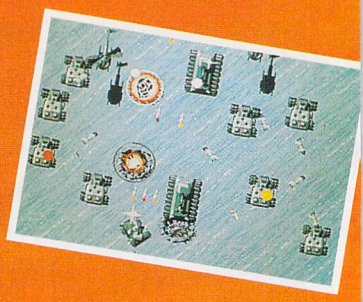
From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.





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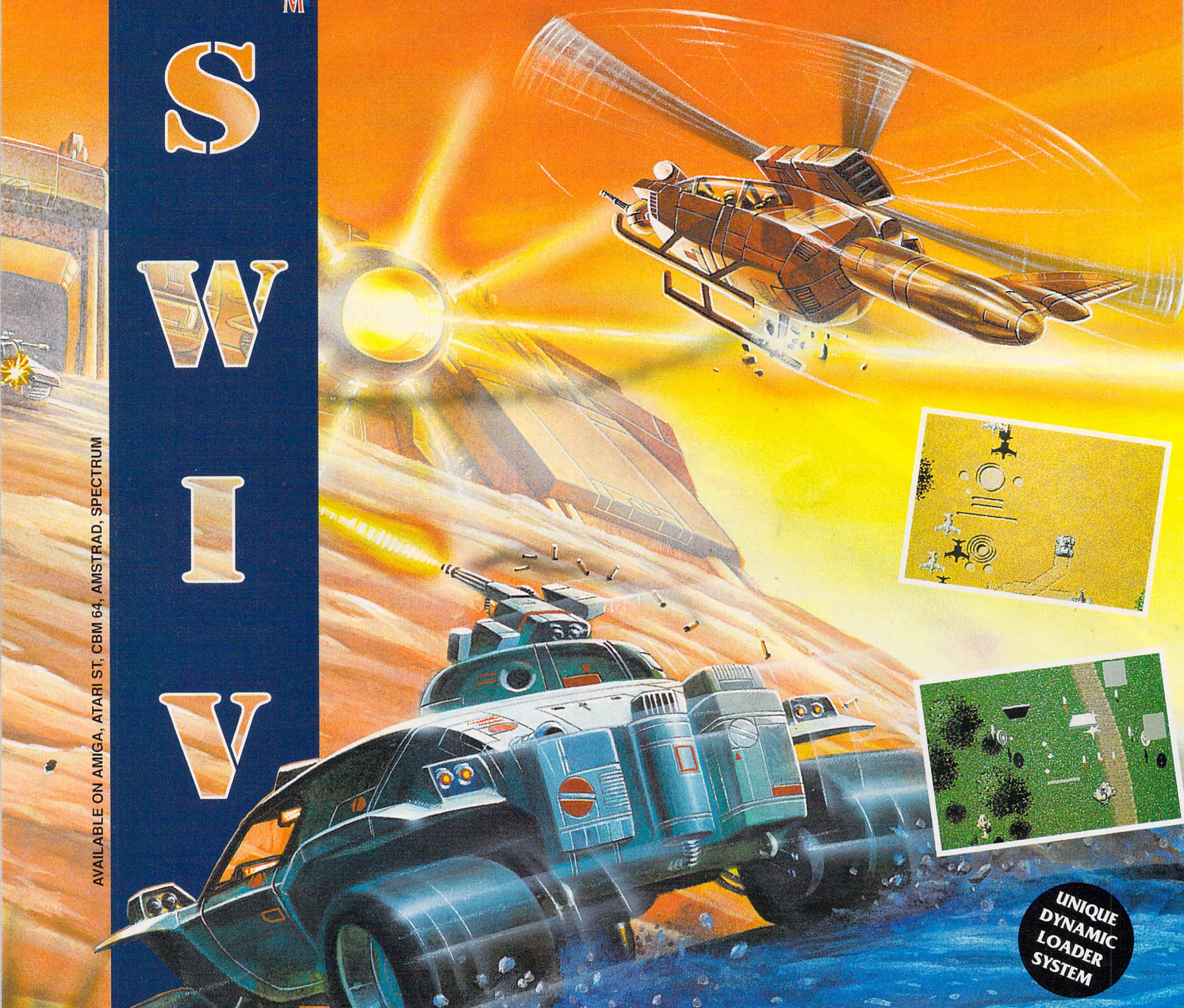





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"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90

Screenshots shown are from the Amiga version.

■ **These castoffs from *Bedknobs and Broomsticks* appear if you don't move quickly enough**

■ **Mind the edge! That chap in the skirt wasn't impressed when I asked him if he had any underwear on**

**VIRGIN** **£24.99**

# golden axe

Big trouble in fantasy land. There's this 'orrible oik called Death-Adder who's squishing people and not even apologising for it. However one day he does the Shake 'n' Vac on your best mate Alex's head. Being a New-Age, caring kind of person, you swear to avenge him. Your quest covers lands peopled with more strange creatures than you'd find at a plastic tie-wrap convention.

*Golden Axe* is a pure beat-'em-up. You control one of three characters: Axe Battler the Barbarian, Tyris Flare the Amazon or Gilius Thunderhead the Dwarf. Each warrior has his or her own way of fighting and a special weapon. The Barbarian has a large broad-sword, the Amazon a ninja type sword and the Dwarf a large axe. Speeds vary, so that while the Barbarian is very strong he is not as quick as the Amazon.

The game is played over a series of landscapes on the road to Death–Adder's castle, consisting of towns, knackered bridges and chasms. Set battles occur every few yards and there are fantasy motorway cafes for some magical or physical sustenance (like some enchanted sausage rolls).

You can choose simultaneous two player games from the title screen, enabling you to combine two different character types or two of the same. This is recommended because your hit strength is doubled but not the number of your enemies. Occasionally, kicking shifty little goblins up the bum persuades them to drop a magic potion, which you can use on particularly vicious opponents; the greater the number of potions, the more powerful the spell you can cast.

Each assailant has his or her own brand of fighting. Tactics range from simple rushing to such subtleties as clumping you with a heavy implement. Some are as thick as Siberian yoghurt, others as hard as Siberian cheese.

### EFFECTS

Animation is well executed, with good colour. Each character has a set repertoire of movements, with the result that fights are fluid encounters rather than static affairs. Sound is well up to par and includes some tasty sampled thuds and screams.

### VERDICT

*Golden Axe* is a tremendously sophisticated game but this sophistication is used to improve gameplay rather than slow it down. The set moves each character carries out look excellent, although they become a bit repetitive eventually. The weighting of the game is well thought out, with the action getting progressively harder the nearer you get to Death-Adder. Jumping is the main problem with the game: it's just too difficult when you need it most. *Golden Axe* is a fluid beat-'em-up and one of the most playable games of this genre to emerge since *Strider*.

**ANDY HUTCHINSON**

| | |
|---|---|
| GRAPHICS | 9 |
| SOUNDTRACK | 8 |
| INTELLIGENCE | 5 |
| INSTANT APPEAL | 8 |
| LONG TERM INTEREST | 8 |
| **OVERALL** | **82%** |

■ **These large green chaps out for a spot of bovver (maybe it's the local lager that does it) didn't know you were packing an ICBM**

■ **Axe Battler the Barbarian enlists the help of Duff the not-so-magic dragon. It can only wag its tail... Give me a Rottweiler any day**

■ **Now for my next trick: Tyris the Amazon does her memorable impression of Natalia Steroidski, the Russian shotputteress**

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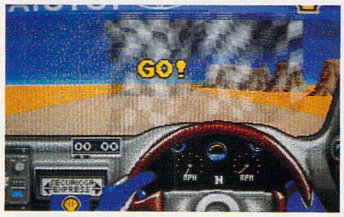



■ **On your marks, get set, go! As the starter's flag rises, slam it into first and burn rubber**

# toyota celica GT rally

## GREMLIN £24.99

Racing at insane speeds through inhospitable country has always had the drawback of being extremely dangerous. Now you can risk life and limb from the comfort of your own home with Gremlin's new race-'em-up.

*Toyota Celica GT Rally* puts you into the driving seat of a high powered and very expensive rally car. It's a race against the clock: although you compete against other drivers, it's only to beat their time. There's just you, your co-driver and your car on the road.

At first you may not feel up to the full competition, so there's an option to practise in any of three countries, each offering very different driving conditions. As you're racing through the English course, it may well start to rain – but the programmers have very kindly fitted your car with windscreen wipers to clear the appalling downpour.

If you think the weather is bad enough in this country, just wait till you race abroad. In Norway it always snows, and your wipers need to be on overdrive. Take the corners at anything approaching dangerous speeds, and you slide right off the track. You encounter no such road-holding problems in Mexico, but the sandstorms that frequently blow up there render your wipers useless. Driving virtually blind at 140 mph is an experience you won't forget.

Up to four players can take part in the rally proper. You're up against very stiff competition in the guise of 30 computer drivers and at first you're relegated to the bottom of the table, but with practice you soon rise to respectable rankings.

There's a variety of control options. You can drive with joystick or mouse, and adjust the sensitivity to suit your own tastes. The clinically insane can even set the steering to reverse, so that whenever you turn left, the car goes right...

■ ***Toyota Celica GT Rally*** **boasts realistic touches like the option to switch on your windscreen wipers to clear rain and snow**

### EFFECTS

The view is through the windscreen of the car. You also see the steering wheel, which turns as you do, to show how tight the steering is. Being in a rally car, you're the only one on the track, but there's plenty of roadside scenery to keep up the sense of movement, and the outside world lurches convincingly as you sweep round corners. The update isn't at breakneck speed, but it is fast enough to keep your buttocks firmly clenched.

Graphics change with the climes: the English countryside has lots of greenery, the harsh desert of Mexico is strewn with windswept rocks, and in chilly Sweden the evergreens are covered with a thick blanket of snow.

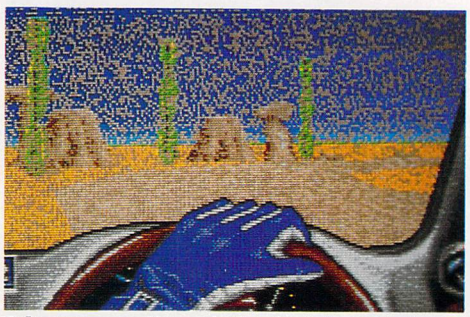
The car's engine sounds like an ageing Datsun Violet on a bad day, but it changes pitch convincingly with gear shifts and acceleration. The best use of sound is the digitised voice of your co-driver: "Hard left, then right," he calls out far too calmly as you slide round the bends at high speed.

### VERDICT

*Toyota Celica GT Rally* is a deeply atmospheric game. While it's not superfast, the feel is excellent, and you can't help holding on for dear life as you thunder round the track. Touches like the windscreen wipers and the co-driver reinforce the impression of being there. If you can't afford the 80 grand or so it costs for a rally car, this is the next best thing, possibly.

**ADAM WARING**

| | |
|---|---|
| GRAPHICS | 8 |
| SOUNDTRACK | 9 |
| INTELLIGENCE | 6 |
| INSTANT APPEAL | 7 |
| LONG TERM INTEREST | 8 |
| **OVERALL** | **79%** |

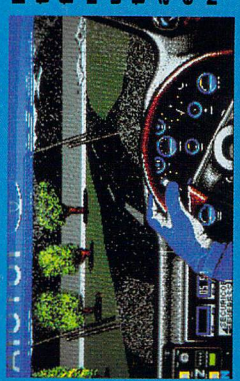


■ **As you race through the desert, sandstorms frequently blow up and reduce your vision drastically – but don't let that stop you!**

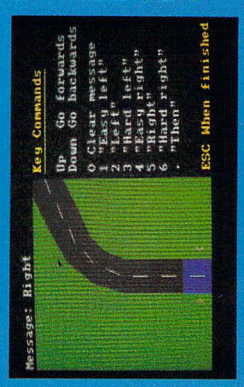
## MORE TROUBLES THAN YOU CAN SHAKE A STICK AT

■ **Study the course before racing and tell your co-driver what to say when you approach those 90° bends**

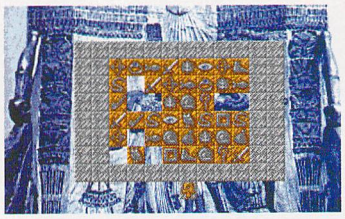
■ **Disaster! Straight into a brick wall and bang goes your windscreen. Where's the AA when you need them?**



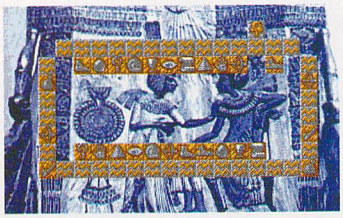
■ **Hardly past the starting flag and the rain starts up! Switch on the wipers and keep an eye on the road ahead**




■ **At last! The finishing posts are in view. Just don't lose it now!**



■ Not blocking yourself into the void as you move the blocks, that's the problem with this level – that and the fact that most of those squares don't budge

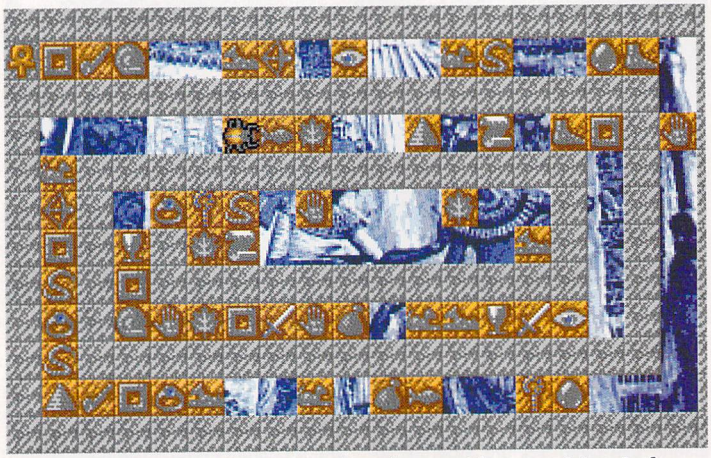


■ Those blocks with the wavy lines on them are one way only. Solving this particular screen requires a good deal more thought than you'd... er, think

## RAINBOW ARTS

# the curse of ra

## £19.99



■ This spiral screen presents quite a few problems, not least of which is the sheer amount of time involved in matching the blocks

Being an ancient Egyptian is never a barrel of laughs – all that lugging great big blocks of stone around for the Pharaoh's new rockery, I don't know. However, if an irate god decides you've committed one blasphemy too many and turns you into a scarab beetle, then it's safe to say you're not having a very good eon. In *The Curse of Ra* you are said beetle, and the god in question sets you a series of puzzles to complete before being changed back into a human.

Your objective is to solve 60 riddle ridden screens. The puzzles take the form of a series of blocks arranged in set patterns. These blocks may either have an Egyptian hieroglyphic on them or be plain stone. To complete a screen you must eliminate all the matching blocks by moving them into a horizontal or a vertical line somewhere on the screen.

You beetle around on the blocks. You can't step onto the background, but you do have a Ra stone at your disposal on which you can travel around the screen. Some other blocks can also be moved around, but the only way of finding out which is a process of trial and error. Screens may also contain transporter, dissolving and one way blocks. Remove all the key blocks and you must still return to the Ra square for a password for that level.

There are two game modes, a logic game and an arcade game: in the latter there's a countdown and you can fall off the edge of the blocks into the void. *Ra* also includes an editor, enabling you to create your own mindbending puzzles.

■ The arcade game includes some nasty pitfalls for the unwary – not least of which is the clock ticking away in the corner

### EFFECTS

Graphically *Curse of Ra* is detailed and attractive. The blocks are clear (an essential requirement, this: if you can't see the blocks, how do you move them?) and they're sufficiently different to make spotting the right one easy. The excellent backdrops seem to be digitised images of authentic Egyptian stonework. Spot effects are kept to a minimum so as not to intrude on gameplay, and all the sound effects are sampled.

### VERDICT

Puzzle fans will thoroughly enjoy *The Curse of Ra*. Attention to detail is excellent and there are no niggling faults to interrupt gameplay. Long term interest is assured, thanks to the level editor and the password system. If you want a game that demands something more from you than good reflexes, then *Ra* should easily do the job.

**ANDY HUTCHINSON**

| | |
|---|---|
| GRAPHICS | 8 |
| SOUNDTRACK | 7 |
| INTELLIGENCE | 9 |
| INSTANT APPEAL | 8 |
| LONG TERM INTEREST | 9 |
| **OVERALL** | **83%** |

## DON'T CURSE RA

■ You've got to whittle away all those blocks by lining up the pairs. Those two egg shaped ones are already in a line, so...

Move over to one, press Fire, then move the cursor down to the other and...

They're gone! Those cats are next, so the problem is how do you line them up?

Easy really. Move the top cat (Hey, Officer Dibble) up and the one at bottom left along. Two are now in line, so we can eliminate them...

That leaves just two cats to deal with. Move one icon up, zap the cursor across and they're Kattomeat!

Back to the Ra square and that's the level completed!

# THE ARCADE BRAIN STORM

# Puzznic

"Puzznic has some very
**addictive gameplay**
Early levels provide a nicely graduated introduction to an
**utterly compulsive game**
**EASILY ONE OF 1990'S BEST PUZZLE GAMES"** ZAPP SIZZLER

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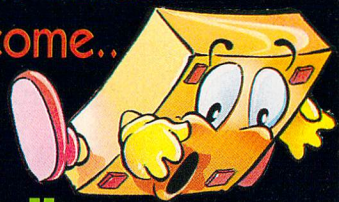

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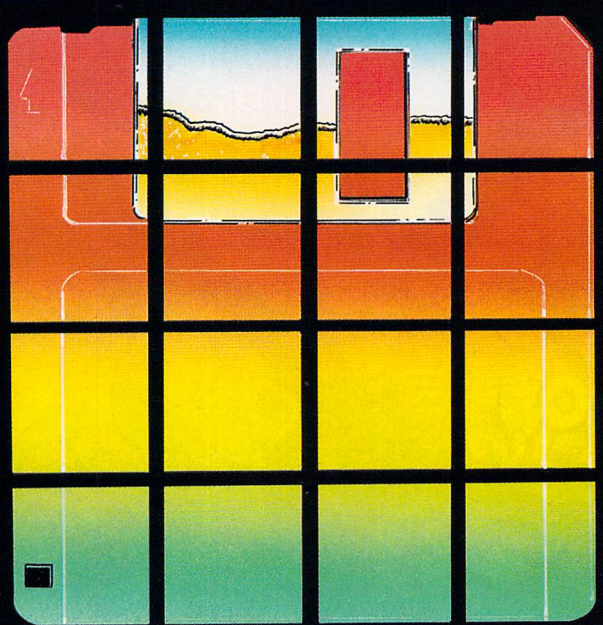

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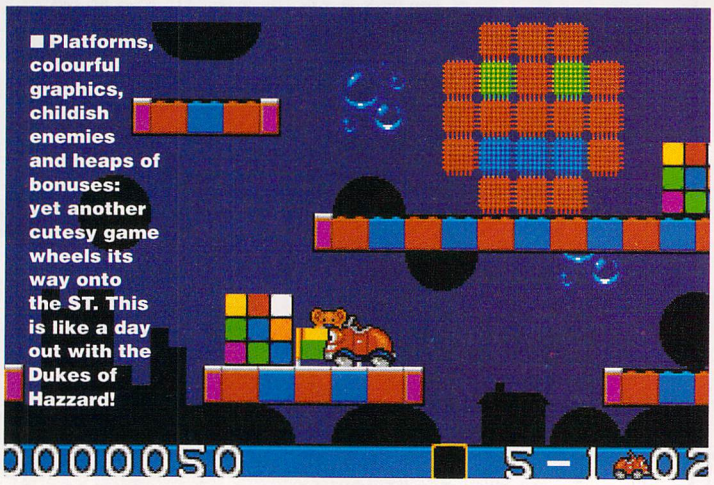
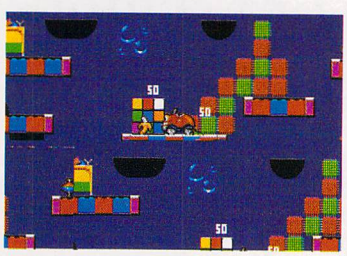


■ Platforms, colourful graphics, childish enemies and heaps of bonuses: yet another cutesy game wheels its way onto the ST. This is like a day out with the Dukes of Hazzard!

## CORE DESIGN £19.99

# car-vup

Borgus the Grim has gone and transformed cartoon land into a *bad* place. It seems he didn't much like the idea of peace, tranquillity and merry melodies. He especially didn't go a bundle on Carl, a jolly little car with more than a passing resemblance to that classic movie star Beetle, Herbie. In an attempt to make cartoon land a more normal place to live, he's gone and trapped all your best mates and turned all the healthy



■ More extra bonuses than you could shake a stick at. Follow them round the level and pick them up to convert little Carl into a seriously souped-up car

good areas bad. Your job is to rescue your friends and turn cartoon land back to sickly sweetness and light (surprise, surprise).

Each of the eight levels is arranged as a series of platforms, and in a bid to restore good to the land you must direct Carl over every platform in sight. As you move over the platforms they change colour to indicate that you've been that way before. Only when all the platforms have changed colour can you advance onto the next level.

Unfortunately, Carl has this nervous affliction which means he can't simply fall off the end of a platform. Instead, you need to jump either across to the next platform or down to the ground. This makes it tricky gaining access to some of the platforms just out of reach.

### EFFECTS

Throw a smart bomb and Carl grins like he's burning acid not petrol. Turn wildly and his expression changes so he looks like he's had a potato rammed up his exhaust pipe. Reach the end of a level and he looks like someone's tickling his big end. Bright colours and a range of animated sprites combine to make the game enormous fun to watch. In addition, comic animated sequences introduce each level.

Complementing the visuals are simple spot effects and sound chip music. The spot effects comprise a droning car rattle and the occasional sound of a helicopter which carries your car from one level to another.

### VERDICT

Yes, it's a cutesy platform game. Yes, they've been done to death recently. And yes, there's really nothing about *Car-Vup* which makes it any better than something like *Rainbow Islands*. But if you're a cutesy game convert, you're going to fall for this one in a pretty big way. The game style may be hackneyed but *Car-Vup* is still eminently playable and outstandingly absorbing.

**MARK HIGHAM**

| | |
|---|---|
| GRAPHICS | 8 |
| SOUNDTRACK | 7 |
| INTELLIGENCE | 1 |
| INSTANT APPEAL | 8 |
| LONG TERM INTEREST | 7 |
| **OVERALL** | **79%** |

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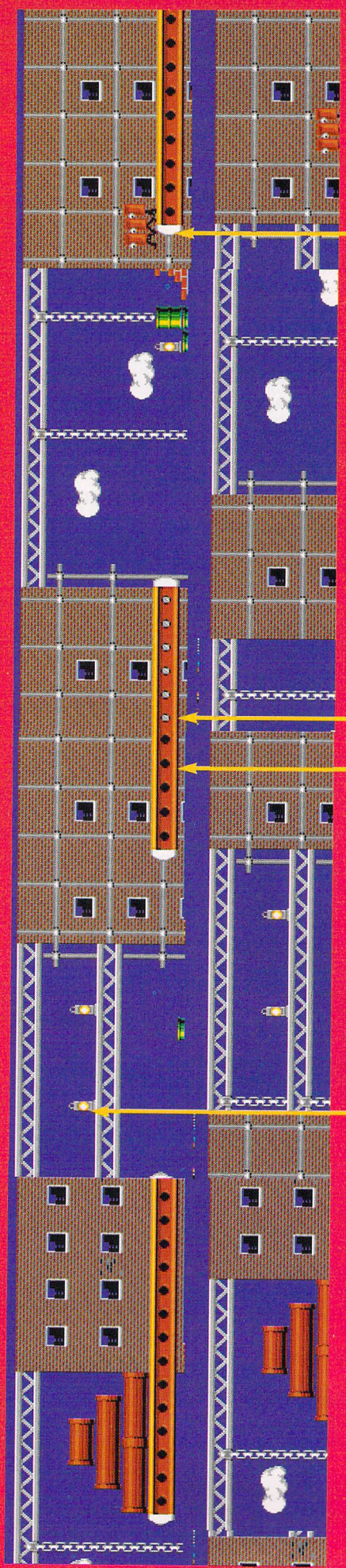


■ The objective of *Car-Vup* is to direct Carl the comic car over all the platforms on each level, thus restoring them to their correct colours. Push your foot to the floor, build up the revs, then go...

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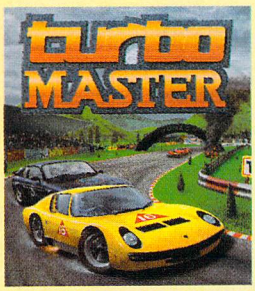


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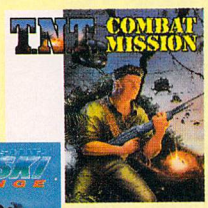


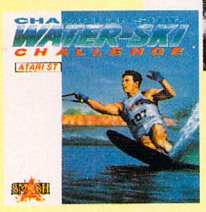


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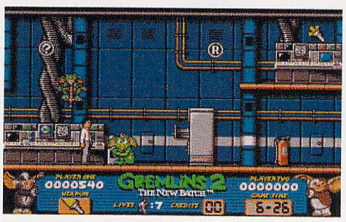
# gremlins 2

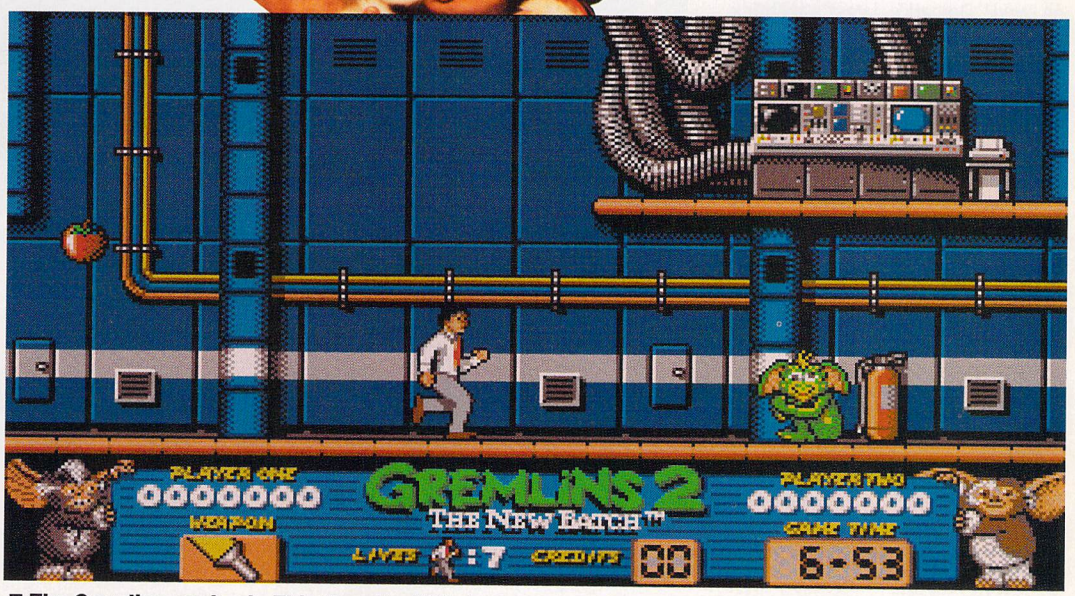
## ELITE £19.99

■ So you think Gizmo (left) is cute? Bwah-ha-ha! (etc)

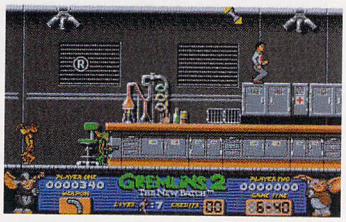
■ In the lab there's a large blue and yellow suprise waiting for you behind the filing cabinets – and it's not a gruyere cheese



■ One hopelessly untrendy Gremlin has discovered the joys of the pogo stick. Next thing you know it'll be space hoppers!




■ The Gremlins are back. This time the little buggers have got their claws on some genetic liquids and they're mutating into some very strange creatures. It's enough to put you off teddy bears for life! Can you defeat the mayhem-makers or will Gizmo's sprouting back prove to be more than you can handle?



■ This greengrocer Gremlin has a never-ending supply of really disgustingly over-ripe fruit to lob at you, fresh off his barrah

■ If you get into trouble, Gizmo might be on hand to rescue you – with a flash-light. Gremlins hate 'em

■ Sexygirl and Gruyere team up. Watch out for those deadly kisses she's blowing your way – they won't just make you blush!

Once upon a time, director Joe Dante made an unassuming little film called *Gremlins*. The extreme black humour which pervaded the film made it a runaway success, appealing to all ages. Unsurprisingly, Hollywood cash registers started quivering with anticipation of a sequel. *Gremlins 2* takes off where Gizmo and the crew left off and the game of the film closely follows the film's plot.

The main action takes place in a huge skyscraper which contains shops, restaurants, apartments, a cable TV network and all manner of companies. Near the top of the building is a genetic laboratory called "Splice of Life." Gizmo is taken here when his old Chinese owner snuffs it under velly suspicious circumstances. The human stars of *Gremlins* work in the same skyscraper and thus the old team is fortuitously reassembled for a little collective mayhem.

*Gremlins 2* is a simple flip-screen beat-'em-up. You control Billy, the human star of the film, who must destroy all the smelly, rotten Gremlins who've taken over the skyscraper. You do this by assembling a nifty piece of apparatus which shines sunlight on all the Gremlins at once (and Gremlins hate light). Initially your weapon is a torch but along the way you can pick up fruit, frisbees and three-way torches. Occasionally Gizmo appears and gives you a power-up, though sometimes these weapons are more of a hindrance than a help.

*"George drops cigar ash on you and Sexygirl blows deadly kisses"*

Each of the main Gremlins from the film appears in the game. These include Daffy, Mohawk, Electric, George, Sexygirl, Lenny, Pogo and Skateboard. Each has its own way of attacking you. For example Daffy rolls up into a ball and hurls himself along the floor, George drops cigar ash on you and Sexygirl blows deadly kisses.

■ Cute? Lovable? *Furry?* I suspect the Trading Standards Office may want to look into this

### EFFECTS

Initially *Gremlins 2* looks promising. A well-drawn piccy of Gizmo peering out of a drawer on the title screen is certainly an attention-grabber. When you get into the game itself the sprites are colourful, well drawn and smoothly animated. The backdrops are bright, and smooth scrolling isn't a problem because of the flip-screen gameplay. Sound includes some clear spot samples.

### VERDICT

While *Gremlins 2* won't win any prizes for originality, children will love the theme and it won't get completed in two days. The game is hard; to complete a level you need to know where and when one of the Gremlins is going to pop up out of the scenery. It's nothing special but quite appealing nonetheless.

**ANDY HUTCHINSON**

| | |
|---|---|
| GRAPHICS | 7 |
| SOUNDTRACK | 7 |
| INTELLIGENCE | 5 |
| INSTANT APPEAL | 7 |
| LONG TERM INTEREST | 5 |
| **OVERALL** | **70%** |

# badlands

## DOMARK £24.99

For a marriage of two "sure things" you'll never get a better bride and groom than a car chase in a post-apocalyptic landscape. Mad Max sealed the future over ten years ago and it's been pretty much gospel ever since. *Badlands* is Grand Prix Mad Max watched from a vulture's-eye view.

Or should that be *Super Sprint* on acid? Domark's latest racetrack coin-op conversion is programmed by the same gents at Teque and it shows – the aerial view, the bridges you scoot over and under – but now that civilisation is 50 years past its sell-by date the potential for anarchic tomfoolery is limitless.

What we've got here are eight courses built on a barren plot called the Badlands (oil refineries, prisons, volcanoes). Rubble litters the track, as do fallen power lines and oil slicks, and grates in the walls slide open and shut, tempting you to test your metal and slip through them before they lock their jaws on your automotive trunk.

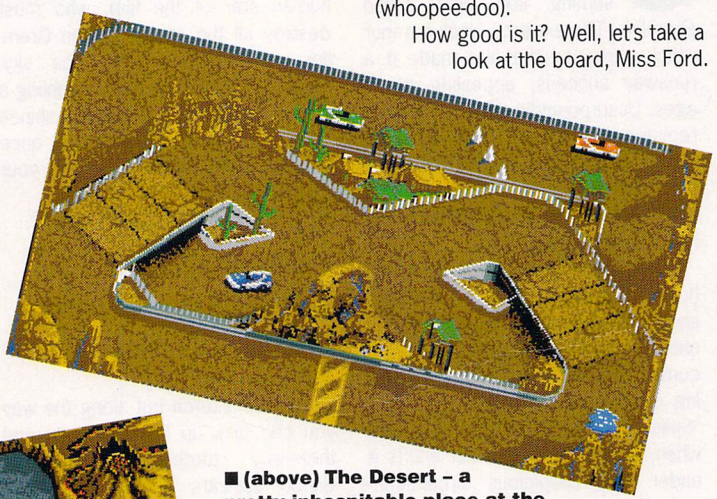
Oh yes, and you'd better not forget your two driving opponents, of course: even as we speak, they have their on-board missiles homed in on your exhaust pipe and are just about to pull the trigger.

The name of the game is to win each two-lap race in the meanest possible manner and pick up any spanners you see lying about the track. In this way you progress to the next contest and get to pop into "le shop" where you can stock up on armaments (to shoot back with), wheels, shields, you name it. Some pretty substantial artillery can be also found if you blast away merrily at the scenery (although you probably knew that already).

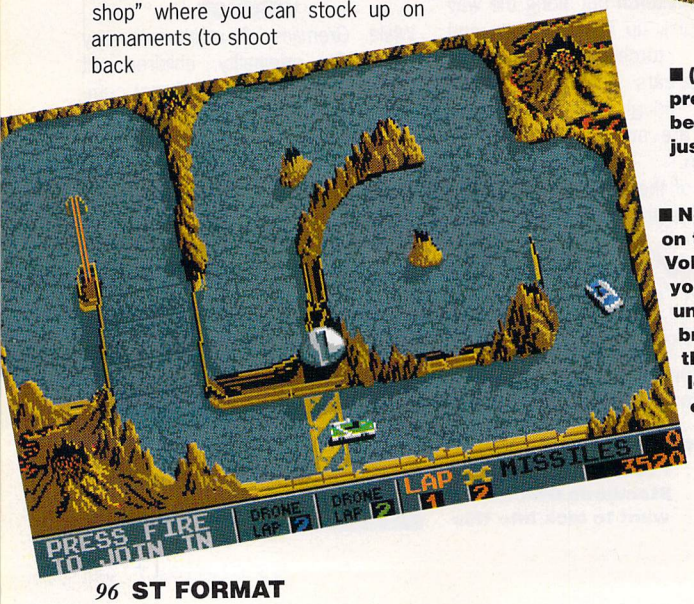
The tracks get progressively harder (of course), you can play against your chum (of course) and we've rather kindly been given two methods of joystick control (whoopee-doo).

How good is it? Well, let's take a look at the board, Miss Ford.

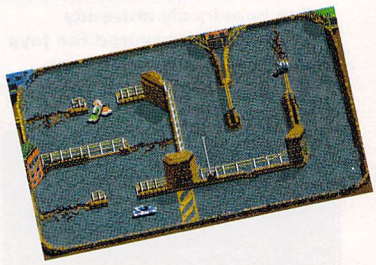
■ **This is The Oil Refinery, you're the red car, and over there is one of the golden spanners you're meant to pick up. Watch out for the slippery bits!**



■ **(above) The Desert – a pretty inhospitable place at the best of times, you might suppose, but just look at those spikes in the road!**




■ **Now we're on top of The Volcano and you're hiding under that bridge in the bottom left-hand corner**



■ **By all means pass through the gaps in the walls – but don't be surprised if they squash in on you (though at least a helicopter comes to replace your car)**

### EFFECTS

This type of game doesn't lend itself to amazing FX innovation, so it would be easy to knock Domark for being primitive. But what they've done they've done well. Though the sprites are pretty small, the overhead view makes for some nice "Matchbox car" graphics, the courses are just the right size and your car grips and glides its way round corners pretty realistically. Oh, and the sound effects do their job too.

### VERDICT

I much prefer looking down on a track to sitting behind some steering wheel, somersaulting towards some ubiquitous mountain range that never greets me – it's the difference between a 2D game and a 3D one. *Badlands* may not be trying to be real, but because of this it's far less constricted in game terms. You know how far through the race you are, what position you're in and exactly what you need to do to win. A few more tracks would be nice, and the difficulty level does whizz up a bit disproportionately when you get into it, but I'm a bit partial to Scalextric with knobs on and this'll do me fine.

**ANDY IDE**

| | |
|---|---|
| GRAPHICS | 6 |
| SOUNDTRACK | 6 |
| INTELLIGENCE | 4 |
| INSTANT APPEAL | 8 |
| LONG TERM INTEREST | 7 |
| **OVERALL** | **72%** |

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| Wrath of the Demon | £22.95 |
| Strider II | £16.95 |
| James Pond | £16.95 |
| Dragon Breed | £19.95 |
| Atomic Robokid | £16.95 |

## ADVENTURE/STRATEGY

| | |
|---|---|
| Powermonger | £19.95 |
| Captive | £19.95 |
| Supremacy | £19.95 |
| Battle Command | £19.95 |
| M1 Tank Platoon | £19.95 |
| Corporation | £19.95 |
| The Bards Tale vol.1 | £8.95 |
| North & South | £16.95 |
| Chrono Quest | £16.95 |
| Overlord | £14.95 |
| Silent Service | £16.95 |
| Deja Vu II | £16.95 |
| Pirates | £19.95 |
| Heroes of the Lance | £14.95 |
| Kings Quest Triple | £24.95 |
| Space Quest II | £16.95 |
| UMS II | £19.95 |
| Red Storm Rising | £19.95 |
| Their Finest Hour | £19.95 |
| Dungeon Master | £19.95 |
| Chaos Strikes Back | £19.95 |
| Manhunter 2 | £27.95 |
| Breach 2 | £19.95 |
| Universe 3 | £19.95 |
| Rorkes Drift | £19.95 |
| Pirates | £19.95 |
| Ultima V | £22.95 |
| Hillsfar | £19.95 |
| Waterloo | £14.95 |
| Damocles | £19.95 |
| Battlemaster | £19.95 |
| B.S.S. Jane Seymour | £19.95 |
| Carrier Command | £16.95 |
| Operation Stealth | £19.95 |
| Austerlitz | £19.95 |
| Populous | £19.95 |

## FLIGHT SIMULATORS

| | |
|---|---|
| Falcon (limited edition) | £19.95 |
| Falcon | £16.95 |
| Falcon Mission Disk 1 | £12.95 |
| Falcon Mission Disk 2 | £12.95 |
| Fighter Bomber | £19.95 |
| F/Bomber Mission Disk | £11.95 |
| F-29 Retaliator | £16.95 |
| F-16 Combat Pilot | £16.95 |
| Flight Simulator II | £24.95 |
| Chuck Yeagers AFT | £19.95 |
| F-15 Strike Eagle | £19.95 |
| Scenery Disk 11 | £9.95 |
| Scenery Disk 9 | £9.95 |
| European Scenery Disk | £9.95 |
| Japan Scenery Disk | £9.95 |
| Scenery Disk 7 | £9.95 |
| Jet | £24.95 |
| F-19 Stealth Fighter | £19.95 |

## SPORTS GAMES

| | |
|---|---|
| Kick Off 2 | £16.95 |
| Ultimate Golf | £19.95 |
| Lombard RAC Rally | £16.95 |
| T.V. Sports Football | £16.95 |
| Tournament Golf | £19.95 |

## EDUCATIONAL

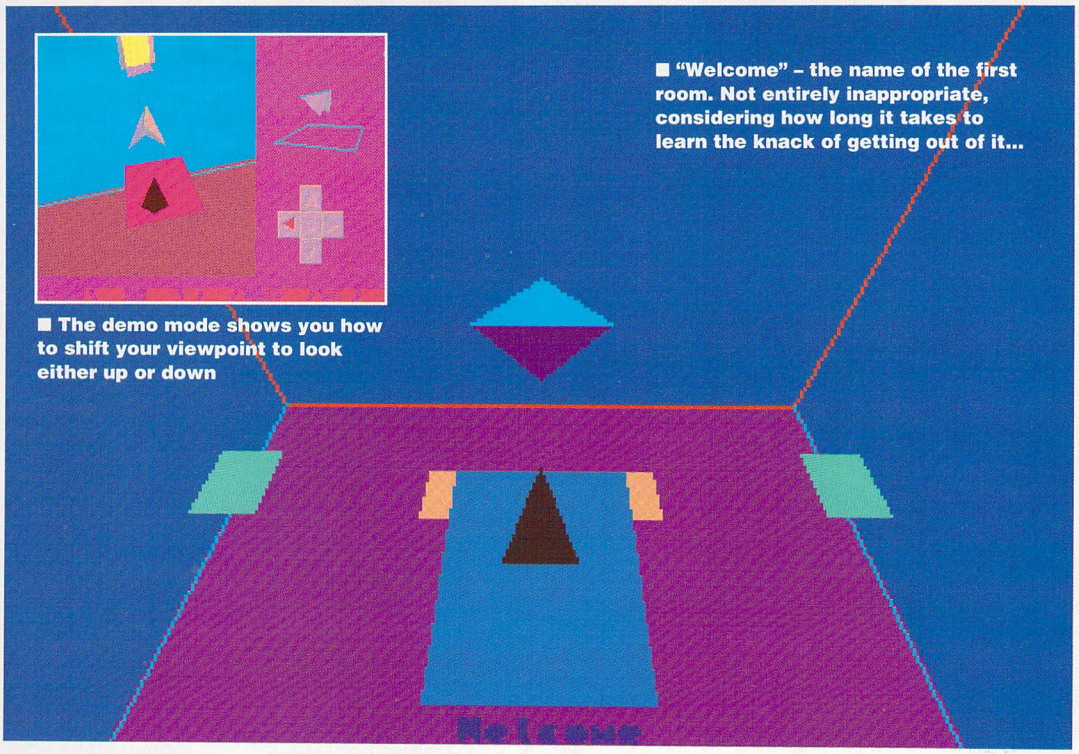
| | |
|---|---|
| Fun School 2 under 6 | £16.95 |
| Fun School 2 6-8yrs | £16.95 |
| Fun School 2 over 8 | £16.95 |
| Fun School 3 under 5 | £16.95 |
| Fun School 3 5-7yrs | £16.95 |
| Fun School 3 over 7 | £16.95 |
| Lets Spell At Shops | £16.95 |
| Puzzle Book 1 | £16.95 |
| Preschool Kidprogs | £8.95 |
| First Letters & Words | £19.95 |
| First Shapes | £19.95 |

## BUSINESS/UTILITIES

| | |
|---|---|
| 1st Word Plus | £59.95 |
| K-Spread 3 | £89.95 |
| Hi-Soft Power Basic | £39.95 |
| Canvas | £12.95 |
| Replay 4 | £64.95 |
| Flair Paint | £22.95 |
| Degas Elite | £18.95 |
| Desktop Publisher | £89.00 |
| Easi-Draw 2 | £39.95 |
| Cyber Studio | £39.95 |
| Cyber Paint | £55.00 |
| Prospero Fortran | £105.00 |
| Prospero Pascal | £85.00 |
| Hyperdraw | £12.95 |
| AMOS | £34.95 |
| Sound Express | £29.95 |
| Shoot Em Up Const. Kit | £16.95 |
| Mastersound | £29.95 |
| Kindwords | £39.95 |
| Penpal | £109.00 |
| Cashbook Controller | £39.95 |
| System 3 | £34.95 |

## ACCESSORIES/PERIPHERALS

| | |
|---|---|
| Quantum Paint Gold + Contriver Mouse | £29.95 |
| Trakball (Direct Mouse Replacement) | £24.95 |
| Open Ended Mouse Lead | £2.99 |
| Original Mouse Lead | £4.95 |
| Philips CM8833 Monitor | £260.00 |



■ "Welcome" – the name of the first room. Not entirely inappropriate, considering how long it takes to learn the knack of getting out of it...

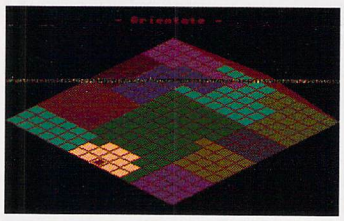
■ The demo mode shows you how to shift your viewpoint to look either up or down

## INFOGRAMES £24.99

# alpha waves

The latest epic from Infogrames has you doing a lot of bouncing, directing your little craft around a multi-room 3D environment where the only way to get from one room to the next is via doorways in the wall. Unfortunately, these doors are seldom at floor level, so you have to head for the coloured tiles. These tiles act like trampolines, bouncing you high into the air – and giving you enough altitude to head for the next, higher tile and eventually the doorway.

Altitude is the key. This means you need to hone your jumping skills to perfection. Leaping from tile to tile needs good timing and steady nerves. Miss a tile, and a stomach-churning plunge to the floor below ensues, followed by the long plod in search of another tile to get you started again. When you do at last reach an exit, there's a nice little Jean-Michel-Jarre-style jingle as a rewarding pat on the back.



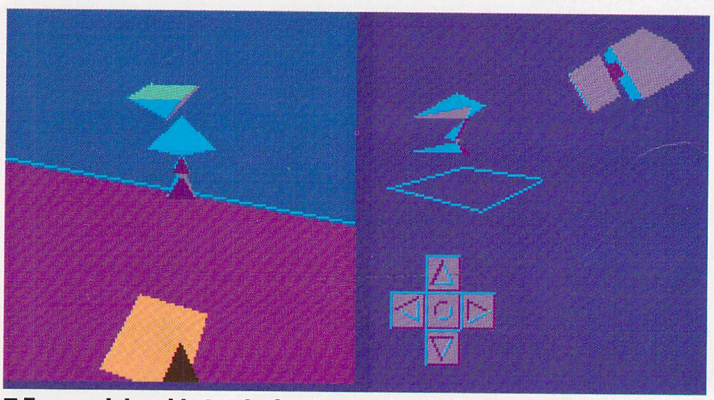
■ The map of the *Alpha Waves* complex clearly shows you the colour-coded "mood" areas

All the rooms in the game are different. Some contain irritating little beasties that knock you off course, others contain crackling laser bolts that can fling you high into the air. One room has a hurricane which completely knackers your control. I don't like that one.

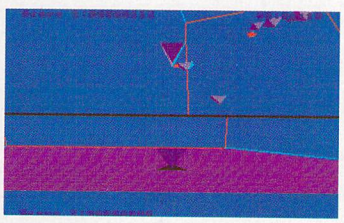
Other rooms have rather clever little puzzles. One in particular is called "Seven Chances," and the only exit is high in the opposite wall – with no tiles to bounce you up there. However, there *are* seven balloons. Bounce onto one of the balloons, burst it and you are carried high into the air. For a few seconds you have enough altitude to aim for the exit. Miss, and you plunge to the floor to try again. This time, of course, there are only six balloons left. See?

Infogrames describe *Alpha Waves* as "a completely New Age experience where the pleasure of play blends with feeling and dream." When you choose to play it as a game, it's a simple case of collecting every single light crystal in the complex – 256 rooms in all. As if that's not enough there's also a time limit which is extended by one minute each time you exit a room and a further minute with every 10,000 points.

Alternatively, you can play *Alpha Waves* purely to generate a particular state of mind. In this ("Emotion") mode, the scoring goes out the window, and you can take all the time you want exploring Infogrames' "virtual" universe. At the start of play you select the mood you wish to generate in yourself and you're then plonked down in a particular zone of the complex, which is colour-coded for that mood. The zones are the same in the game option, but adrenaline-soaked arcade nutters are going to be less receptive to subtleties like that.



■ For a quick guide to playing the game, go for the demo mode. It includes plenty of hints for tackling puzzles if you watch carefully



■ The simultaneous two-player mode – it's entertaining, but the graphics slow to a snail's pace

### EFFECTS

The 3D graphics don't impress particularly: the overall effect's reminiscent of an anorexic *Driller*. They do move quite fast, however, and their speed makes the game very, very playable. And the 3D effect works well enough so that the higher you go, the more worrying the drop – don't play this game if you suffer from vertigo!

The version of the game we saw was an early one with no soundtrack. In-game effects are limited to wall-bumping *thuds*, tile-bouncing *boings* and that synthesised jingle when you leave a room. Let's face it, what else do you need?

### VERDICT

*Alpha Waves* is weird enough to have you reading the manual three times over, but once you get past all the guff about "New Age experiences" you find yourself playing a rather excellent 3D arcade/exploration game with puzzles requiring both physical and mental dexterity. You have a huge world to explore, and one that can be navigated either as an arcade game or, according to Infogrames, an exercise in mind-alteration. *Alpha Waves* is more than good enough without the hocus pocus. Huge and mesmerising, it'll have you hooked within minutes.

**ROD LAWTON**

| | |
|---|---|
| GRAPHICS | 7 |
| SOUNDTRACK | N/A |
| INTELLIGENCE | 9 |
| INSTANT APPEAL | 7 |
| LONG TERM INTEREST | 8 |
| **OVERALL** | **83%** |

# SOFTMACHINE

## Hardware

### 520 ST-FM Discovery Pack

Bomb Jack, Space Harrier, Carrier Command, Out Run, STOS, Neochrome, First Basic, ST Tutorial, Discover the Atari ST

**£269.99**

### 520 ST-E Turbo Pack

Indiana Jones Last Crusade, Impossible Mission II, Human Killing Machine, Super Cycle, Outrun, Anarchy, Blood Money, Dragons Breath First Basic, Hyperpaint II, Music Maker II, STOS, Joystick

**£359.99**

| | |
|---|---|
| MEGA 1 ST | £514.99 |
| MEGA 2 ST | RING |
| MEGA 4 ST | RING |
| TT | RING |
| Stacy | RING |
| SM124 Mono Monitor | £99.99 |
| SC1224 Colour Monitor | £224.99 |
| MEGAFILE 30 Hard Drive | £439.99 |
| MEGAFILE 44 Hard Drive | £799.99 |
| MEGAFILE 60 Hard Drive | £599.99 |
| SLM 605 Laser Printer | RING |
| STM-1 Mouse | £24.99 |

### Atari Lynx

Hand-held colour games system, 16 Colours from a possible 4096, Full colour LCD, 32 bit/4 channel sound, Multiple Player Options, Supplied with California Games Card, AC or Battery Powered

**£159.99**

**Lynx Games also available**

- Blue Lightning £24.99
- Chips Challenge £24.99
- Electra Cop £24.99
- Gates of Xendocon £24.99
- Gauntlet–Third Encounter £28.99

### Softmachine Power Pack

Chess Player 2150, Live & Let Die, Rick Dangerous, Drivin' Force, Onslaught, Pipemania, Rock 'n' Roll, Skweek, Asterix, Trivial Pursuits

**Only £25***

### Word Processing

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| 1st Word Plus | £57.95 |
| K-Word 2 | £27.95 |
| Microsoft Write | £119.95 |
| Protext V5 | £102.50 |
| Textpro | £31.95 |
| Wordflair | Ring |
| Word Perfect | £169.95 |
| Word Up | £47.50 |
| Word Writer | £37.50 |

### Atari Portfolio

Intel 80C88 Processor, MS DOS Compatible Upgrading System, 256k Rom, 128k Ram, Externally Expandable to 640k Ram, 32, 64, 128k Ram Cards, LCD Super Twist Display/MDA Compatible, Size 8x4x1", Weight 495g (with batteries).

Applications:

• Calendar • Diary •Address Book • Phone Book • Lotus 123 Spreadsheet • Text Processor • Comms Software

**£174.99**

### Softmachine Starter Pack

Deluxe Mouse Mat
Tailored Dust Cover
Drive Head Cleaner
10 TDK MF2DD Disks
80 Capacity Lockable Disk Box

**ONLY £20***

*When purchased with any ST computer...Offer limited to 1 starter pack per ST purchased!

### 1040 ST-E Extra Pack

ST Word, ST Base, ST Calc, ST Graph, S.T.A.C., Prince, HyperPaint, First Basic

**£449.99**

## Peripherals

**NEW** – Philips MkII Monitor 14" Stereo Colour Monitor, Complete with earphone socket and cable. Please state STFM or STE when ordering.....

| | |
|---|---|
| 8833 MkII | £239.99 |
| 8833 MkII Artist | £239.99 |
| Cumana 1Mb 3.5" Drive | £74.99 |
| Cumana 1Mb 5.25" Drive | £114.99 |
| 0.5Mb Xtra-RAM | £74.99 |
| 2Mb Xtra-RAM | £172.50 |
| 0.5Mb Xtra-RAM STE | £64.99 |
| 2Mb Xtra-RAM STE | £154.99 |
| 4MB Xtra-RAM STE | £304.99 |
| Forget-Me-Clock II | £24.99 |
| PC Ditto II | £212.50 |
| PC Speed | £242.50 |
| Spectrer GCR | £359.99 |
| A.T. Once | £174.99 |
| Hitachi Camera & Lens | £219.99 |
| Vidi ST | £84.99 |
| Type 10 Handy Scanner | £254.99 |
| Datascan Personal | £199.99 |
| Datascan Prof. | £224.99 |
| Cherry A3 Tablet | £479.99 |
| Designer Modem | £104.99 |
| Pro 4 Modem | £399.99 |
| Linnet Modem | £144.99 |
| Linnet 1200 Modem | £224.99 |
| Linnet 2400 Modem | £359.99 |
| WS 4000 Modem | £164.99 |
| Replay V8 | £64.99 |
| Replay Professional | £99.99 |
| Naksha Mouse | £34.99 |
| Contriver Mouse | £22.50 |
| Contriver Trackball | £32.50 |
| Marconi Tracker Ball | £49.99 |
| 10 x Sony Bulk 3.5" | £5.99 |
| 10 x Sony MFD2DD 3.5" | £10.99 |
| 10 x TDK MF2DD 3.5" | £11.99 |
| 3.5" 40 Cap. Lockable Box | £5.99 |
| 3.5" 80 Cap. Lockable Box | £7.99 |
| 3.5" 150 Cap. Posso Box | £19.99 |
| 3.5" 70 Cap. Banx Box | £11.99 |
| 3.5" Head Cleaner | £3.99 |
| Printer Cable | £4.99 |
| Scart Cable | £9.99 |
| Mouse Mat with ST Logo | £5.99 |

## Books

| | |
|---|---|
| Atari ST 3D Graphics Prog | £18.95 |
| Atari ST Basic to C | £18.45 |
| Atari ST Logo Users Guide | £16.95 |
| Atari ST Mach Lang 68000 | £16.95 |
| Atari ST Prog Gde Weber | £22.95 |
| Atari ST Tricks & Tips | £16.95 |
| Computes * Machine Lang | £18.95 |
| Game Makers Manual * | £11.95 |
| Graphic Applications * | £9.95 |
| Kids and the Atari ST | £16.95 |
| Learning C on Atari ST | £18.45 |
| MIDI & Sound Book for * | £16.45 |
| Musical Applications * | £5.95 |
| Presenting the Atari ST | £15.95 |
| * Appl Gde to Prog in C | £19.95 |
| ST Artist | £17.45 |
| * Disk Drives Inside & Out | £18.95 |
| Tech Ref Gde * Vol 1 VDI | £19.95 |
| Tech Ref Gde * Vol 2 AES | £19.95 |
| Tech Ref Gde * Vol 3 TOS | £22.95 |
| Your First Basic | £14.95 |

* Indicates Atari ST in title

| | |
|---|---|
| 68000 Assembly Lang | £17.95 |
| 68000 Hardware & Software | £12.95 |
| 68000 Assembly Lang Prog | £21.95 |
| 68000 User Guide | £8.95 |
| 40 Great Flight Sims | £13.95 |
| 40 More Great Flight Sims | £14.95 |
| Falcon Air combat | £14.95 |
| F19 Stealth Fighter H/book | £13.95 |
| Flight Simulator Odyssey | £14.95 |
| Flying Flight Sim | £7.95 |
| Gunship Academy | £14.95 |
| Jetfighter School | £11.95 |
| Jetfighter School II | £14.95 |
| Learning to Fly | £14.95 |
| Programming the 68000 | £23.95 |
| Sub Commander | £12.95 |
| Take Off Flight Sim | £15.45 |
| Teach Yourself 68000 | £8.95 |

## Spreadsheets

| | |
|---|---|
| DG Calc | £27.95 |
| K-Spread | £18.50 |
| K-Spread 2 | £42.50 |
| K-Spread 3 | £62.50 |
| K-Spread 4 | £89.95 |
| LDW Power | £104.95 |
| Logistix | £69.95 |
| Mini Office Spreadsheet | £18.50 |

## Databases

| | |
|---|---|
| Base II | £21.95 |
| Data Manager Professional | £29.95 |
| DG Base | £34.95 |
| K-Data | £34.95 |
| Prodata | £56.95 |
| Superbase Personal | £42.50 |
| Superbase Personal 2 | £69.95 |
| Superbase Professional | £169.95 |

## Language/Compilers/Etc

| | |
|---|---|
| Devpac 2 | £43.50 |
| Fast Basic (Rom) | £73.50 |
| FTL Editor Toolkit | £35.95 |
| FTL Modula 2 | £49.95 |
| FTL Modula 2 Developer | £69.95 |
| GFA Basic V3 Compiler | £22.95 |
| GFA Basic V3.5 Interpreter | £39.95 |
| GST C Compiler | £15.95 |
| GST Macro Assembler | £15.95 |
| Hisoft Basic | £56.95 |
| Hisoft C | £35.95 |
| Hisoft Forth | £28.95 |
| Hisoft Power Basic | £35.95 |
| K-Occam | £42.50 |
| K-Seka | £34.95 |
| Lattice C V5 | £114.95 |
| Mark Williams C | £92.50 |
| Mark Williams csd | £42.50 |
| Nevada Cobol | £35.95 |
| Personal Pascal 2 | £62.50 |
| Prospero 68881 Libs | £52.50 |
| Prospero C | £71.95 |
| Prospero Fortran | £71.95 |
| Prospero Pascal | £71.95 |
| Prospero Dev. Toolkit | £52.50 |
| STOS | £21.95 |

## Robotics on the ST

Lego technics control kits contain over 400 elements including 4.5v D.C. motors, Lego opto sensors, touch sensors, counting disks, bight bricks and electric cables. Full instructions are supplied for building a number of sophisticated robots.

| | |
|---|---|
| Robot kit interface | £79.99 |
| Robot kit power supply | £18.99 |
| Logo technics: | |
| Control 0 | £104.99 |
| Control I | £94.99 |
| Control II | £124.99 |

## Printers

**DOT MATRIX**

| | |
|---|---|
| Epson LX400 | £169.99 |
| Epson LQ400 | £249.99 |
| Epson LX850 | £244.99 |
| Epson LQ550 | £334.99 |
| Seikosha SP-2000 | £174.99 |
| Seikosha SL-92AI | £284.99 |
| Citizen 120D + P | £134.99 |
| Citizen 124D | £219.99 |
| Citizen Swift 9 | £199.99 |
| Citizen Swift 24 | £294.99 |
| Swift Colour Kit | £35.00 |
| Panasonic KXP1180 | £169.99 |
| Panasonic KXP1124 | £274.99 |
| Star LC-10 | £169.99 |
| Star LC-10 Colour | £214.99 |
| Star LC24-10 | £249.99 |
| Star LC200 | £209.99 |
| Star LC24 200 | £249.99 |
| Star LC24 200 Colour | £289.99 |

**INK/BUBBLE JET**

| | |
|---|---|
| Epson SQ850 | £599.99 |
| Epson SQ2550 | £829.99 |
| HP Deskjet 500 | £499.99 |
| HP Paintjet | £899.99 |
| Canon PJ1080A | £584.99 |
| Canon BJ130E | £549.99 |

**LASER**

| | |
|---|---|
| Epson EPL7100 | £929.99 |
| HP Laserjet IIP | £899.99 |
| Canon LBP 4 | £934.99 |

## Utilities

| | |
|---|---|
| C Breeze Editor | £21.95 |
| Autoroute | £78.95 |
| Craft 2 | £35.95 |
| Fontz | £19.95 |
| G+ Plus | £29.95 |
| Hard Drive Turbo Kit | £24.95 |
| Harlekin | £35.95 |
| Knife ST | £22.50 |
| K-Graph 3 | £34.95 |
| K-Resource 2 | £27.95 |
| K-Expert | £55.95 |
| K-Ram | £14.95 |
| K-Index | £14.95 |
| K-Rhymes | £14.95 |
| K-Roget | £34.95 |
| K-Graph 2 | £27.95 |
| K-Spell | £14.95 |
| K-Switch 2 | £21.95 |
| Mailshot Plus | £34.95 |
| MultiDesk | £25.95 |
| Neodesk 3 | £28.95 |
| Partner ST | £36.95 |
| PC Ditto | £64.95 |
| Pie | £21.95 |
| Quicktran | £25.95 |
| Saved! | £21.95 |
| Tempus 2 | £28.95 |
| Twist | £18.50 |
| Turbo ST | £25.95 |
| WERCS | £21.95 |
| WERCS Plus | £35.95 |

## Music

| | |
|---|---|
| C-Lab Creator | £274.95 |
| C-Lab Creator/Unitor | £579.95 |
| C-Lab Notator | £457.50 |
| C-Lab Notator/Unitor | £579.95 |
| Cubase | £469.95 |
| Dr. T's K.C.S. | £199.95 |
| Dr. T's M.R.S. | £54.95 |
| Dr. T's Tiger. | £114.95 |
| Dr. T'sX-OR | £219.95 |
| K-Minstrel 2 | £21.95 |
| Quartet | £35.95 |

## Communications

| | |
|---|---|
| BBS V3 | £41.50 |
| Fastcomm | £38.95 |
| Flash | £19.95 |
| K-Comm 2 | £34.95 |
| Kermit and Remote | £15.95 |
| Mini Office Comms | £18.50 |

## Desktop Publishing

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|---|---|
| Fleet St Publisher V3 | £159.95 |
| Pagestream | £127.95 |
| Pagestream Font Sets | £26.95 |
| Timeworks DTP | £71.50 |
| Timeworks DTP Tutor | £24.95 |

## CAD/Graphics/Animation

| | |
|---|---|
| 3D Developers Disk | £14.95 |
| Architectural Design | £14.95 |
| Art Library 1 | £9.95 |
| Art Library 2 | £9.95 |
| Borders | £21.95 |
| CAD 3D V1.0 | £18.95 |
| Calendars & Stationery | £9.95 |
| Campus Draft | £57.50 |
| Canvas | £12.95 |
| Cartoon Design | £21.95 |
| COLR Object Editor | £18.95 |
| Cyber Control | £29.95 |
| Cyber Paint | £36.95 |
| Cyber Sculpt | £57.50 |
| Cyber Studio | £36.95 |
| Cyber Texture | £35.95 |
| Deluxe Paint | £36.95 |
| Degas Elite | £19.95 |
| Draw Art | £35.95 |
| Easy Draw 2 | £37.50 |
| Easy Draw 2 Supercharged | £57.95 |
| Easy Tools | £28.95 |
| Future Design | £14.95 |
| Greetings Cards | £9.95 |
| Hyperpaint | £17.95 |
| Human Design | £14.95 |
| K-Rikki | £14.95 |
| MasterCAD | £25.95 |
| Megapaint II | £87.50 |
| Microbot Design | £21.95 |
| Mini Off. Pres. Graphics | £18.50 |
| Scan Art | £28.95 |
| Signs & Banners | £9.95 |
| Spectrum 512 | £22.95 |
| S.T.A.C. | £28.95 |
| Video Titling | £14.95 |

## Educational

| | |
|---|---|
| Better Maths 12-10 years | £19.95 |
| Fractal Generator | £14.95 |
| Fun School 2 Under 6 | £14.95 |
| Fun School 2 6-8 years | £14.95 |
| Fun School 2 Over 8 | £14.95 |
| Fun School 3 Under 5 yrs | £17.95 |
| Fun School 3 5-7 yrs | £17.95 |
| Fun School 3 Over 7 | £17.95 |
| Genesis | £28.95 |
| Jigspell +2 | £20.95 |
| Maps & Legends | £21.95 |
| Maths Mania 8-12 yrs | £19.95 |
| Mavis Beacon Teaches Typing | £21.95 |
| Primary Maths 3-12 yrs | £19.95 |
| Spell at Home | £15.95 |
| Spell at The Shops | £15.95 |
| Spell Book 4-6 yrs | £14.95 |
| S/Book Spell Pack 4-6 yrs | £11.95 |
| Spell Book 7+ | £14.95 |
| S/Book Spell Pack 7+ | £11.95 |
| S/Book Alpha Creator | £8.95 |
| Things to do with Numbers | £19.95 |
| Things to do with Words | £19.95 |
| The Three Bears 5-10 yrs | £19.95 |

## Accounts

| | |
|---|---|
| Accountant | £134.95 |
| Accountant Plus | £221.95 |
| Bookkeeper | £89.95 |
| Cash Trader | £89.95 |
| Financial Controller | £352.95 |
| Home Accounts | £18.50 |
| Michtron Payroll | £79.95 |
| Personal Finance Manager | £24.95 |
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## INFOGRAMES

# murders in space

**£24.99**

There's a crim on board the orbital space station Pegasus – what's more, a crim with a penchant for murder. Someone tries to knock off the station commander and he isn't too chuffed about it. He makes a secret transmission to earth, and as a result you are sent to sort out the mess, under the cover of Dick Anderson. However, you've got only 24 hours to find out who the murderer is before your shuttle returns to earth. Can you catch the villain or is there going to be a severe bout of stiffs in space?

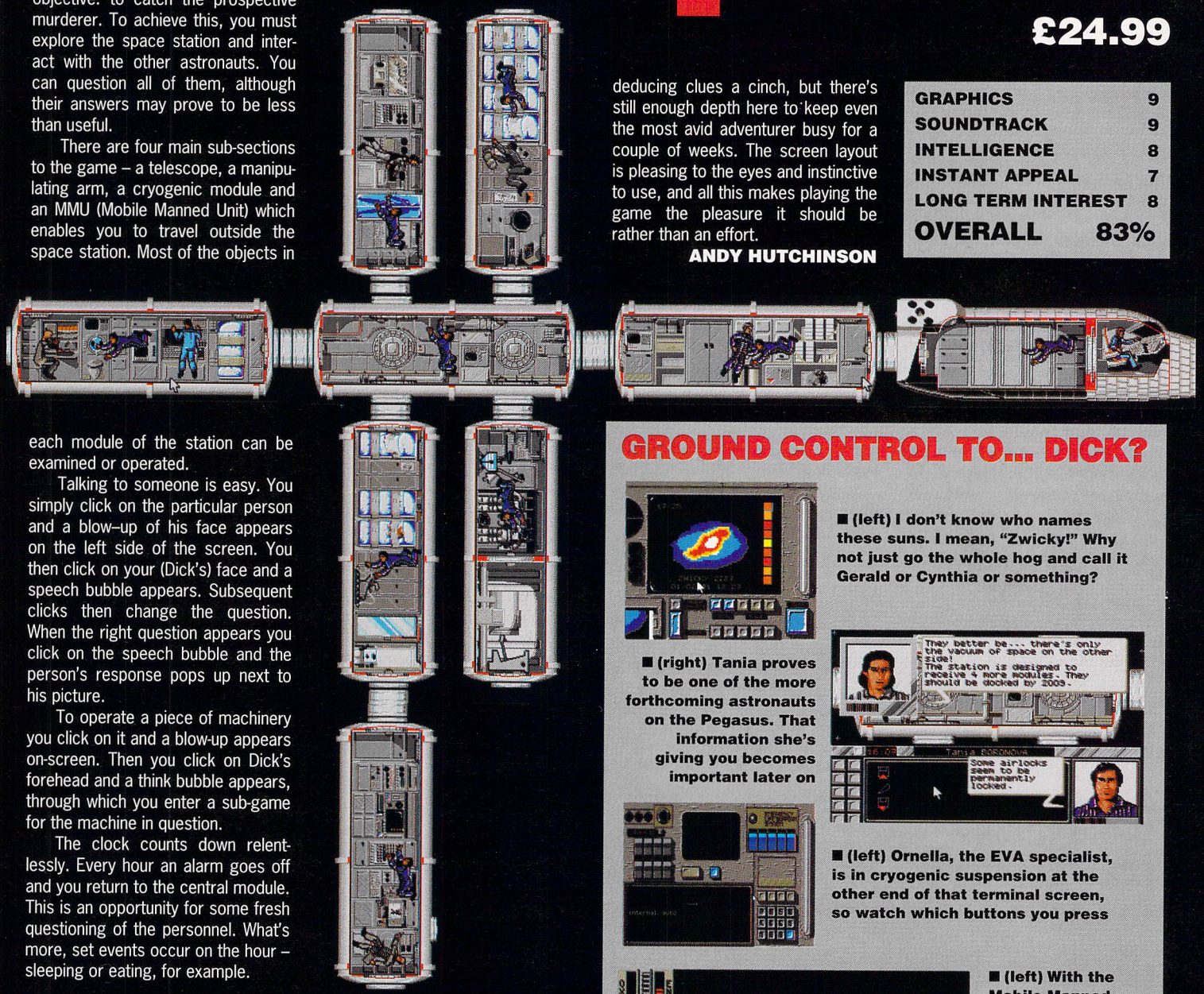
*Murders in Space* is a graphic adventure cum whodunnit. Your objective: to catch the prospective murderer. To achieve this, you must explore the space station and interact with the other astronauts. You can question all of them, although their answers may prove to be less than useful.

There are four main sub-sections to the game – a telescope, a manipulating arm, a cryogenic module and an MMU (Mobile Manned Unit) which enables you to travel outside the space station. Most of the objects in each module of the station can be examined or operated.

Talking to someone is easy. You simply click on the particular person and a blow-up of his face appears on the left side of the screen. You then click on your (Dick's) face and a speech bubble appears. Subsequent clicks then change the question. When the right question appears you click on the speech bubble and the person's response pops up next to his picture.

To operate a piece of machinery you click on it and a blow-up appears on-screen. Then you click on Dick's forehead and a think bubble appears, through which you enter a sub-game for the machine in question.

The clock counts down relentlessly. Every hour an alarm goes off and you return to the central module. This is an opportunity for some fresh questioning of the personnel. What's more, set events occur on the hour – sleeping or eating, for example.



### EFFECTS

The graphics in *Murders in Space* are excellent. They are all very bright and the attention to detail is superb. The animation of Dick is smooth and seamless, but then he's the only one you ever see moving so it's not such a great feat. Sound is well up to Infogrames' high standard. The title music and in-game sampled effects are clear and functional.

### VERDICT

The acid test of any graphic adventure is whether you want to solve it or not. The answer in *Murders in Space* is yes. The simple organisation of icons and instruments makes deducing clues a cinch, but there's still enough depth here to keep even the most avid adventurer busy for a couple of weeks. The screen layout is pleasing to the eyes and instinctive to use, and all this makes playing the game the pleasure it should be rather than an effort.

**ANDY HUTCHINSON**

| | |
|---|---|
| GRAPHICS | 9 |
| SOUNDTRACK | 9 |
| INTELLIGENCE | 8 |
| INSTANT APPEAL | 7 |
| LONG TERM INTEREST | 8 |
| **OVERALL** | **83%** |

## GROUND CONTROL TO... DICK?



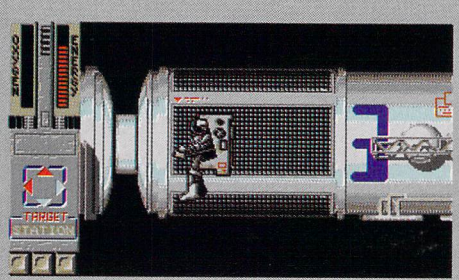
■ (left) I don't know who names these suns. I mean, "Zwicky!" Why not just go the whole hog and call it Gerald or Cynthia or something?




■ (right) Tania proves to be one of the more forthcoming astronauts on the Pegasus. That information she's giving you becomes important later on



■ (left) Ornella, the EVA specialist, is in cryogenic suspension at the other end of that terminal screen, so watch which buttons you press




■ (left) With the Mobile Manned Unit you can travel outside the station – and even take things out with you, which proves very useful at about six o'clock. (Wonder what happens then...?)

## DINAMIC £24.99

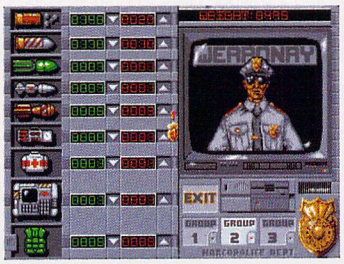
# narco police

Yes, it's a Dinamic game; yes, it's a shoot-'em-up; no, it's not another platform game. Up until now Dinamic's reputation has rested on their two *Moves* games – *Army* and *Navy Moves* – and a couple of other easily forgettable shoot-'em-ups. Take a glance at the screenshots on this page and it's easy to think they've turned the corner. Massive sprites, loads of bullets and a human face to point your missiles at. Far better than zapping a few aliens in outer space, surely?

You have three teams of men in *Narco Police* and your task is to lead as many of them as possible through to the operations centre located in the middle of a small island in the Pacific ocean. At the start of a game you decide the weaponry to carry and the point at which your troops land on the island. After that, you then need to race through endless ribbons of corridors towards the operations centre.

As you race through the corridors, legions of men leap out of the roof and from behind rocks (it's a rough corridor) to fire at you and toss grenades in your direction. To defeat them you need to blast your gun wildly and watch the blood fly. Stand still, fire the gun while rotating it left and right and you can get just about everything in your path.

Other obstacles include security lasers and cameras which must be blasted using pointed ammo. During your travels you also come up against protective steel doors or men behind sandbags hurling bombs at you. In both instances, a missile comes in handy – but did you remember to bring one with you?




■ **Before the game begins you visit the shop to decide the weaponry you want to take with each of your three teams. The parachute isn't needed until much later in the game, so you needn't bother buying it until you're more experienced**

At any point in the game you can switch between your three teams, gradually working your men through the maze of corridors.

### EFFECTS

OK, you'd love to rip off all your clothes, pour baby oil over your puny arms and race round Milton Keynes in *Rambo*-cum-*Who's Talking?* style. Sadly you're still going to be disappointed with *Narco Police*.

The animation in the game is virtually non-existent. True, the action sprites are huge and expertly drawn, but there's where the problem begins. Because they're so big you expect them to be properly animated, but with only three frames of animation used in the walking, the characters limp along unconvincingly. Detailed sprites show the character firing his gun but again there's no animation in between the separate frames.

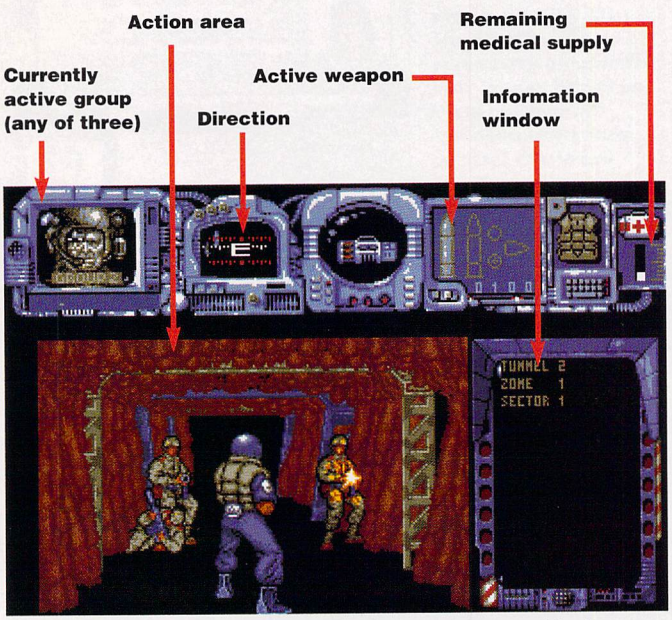
Sound effects are extremely effective, though very repetitive. The rat-tat-tat of sampled gunfire makes you feel like you're taking part in Vietnam – though after a while it begins to sound like you're in a medieval dungeon undergoing some fiendish Spanish Inquisition sort of torture or brainwashing.

### VERDICT

Granted, the plot is likely to give the indomitable(?) Mrs Whitehouse a heart attack – praise indeed – but the action doesn't keep up with what the game's trying to do. Make a move left or right and you need to endure a ridiculously frustrating delay before the action responds to your movements. This makes a game almost unbearable to play and I vote it should be made a capital offence for games programmers, punishable by guillotine. The probs in the graphics department don't aid this situation much, making the game look very jerky and drawing still more attention to the poor response. If you just can't resist human torture on a genocide scale then *Narco Police* satifies. If you like some playability in your games then there's plenty of other titles to choose from.

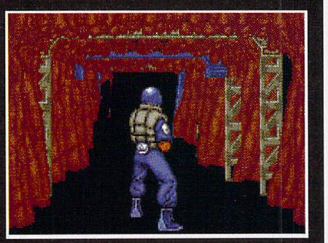
**MARK HIGHAM**

| | |
|---|---|
| GRAPHICS | 6 |
| SOUNDTRACK | 7 |
| INTELLIGENCE | 3 |
| INSTANT APPEAL | 6 |
| LONG TERM INTEREST | 3 |
| **OVERALL** | **46%** |




■ **The Territorial army showing off their new range of body-hugging, environment-friendly Gulf-wear. You got it – *Narco Police* is yet another shoot-'em-up out of the Dinamic stable**

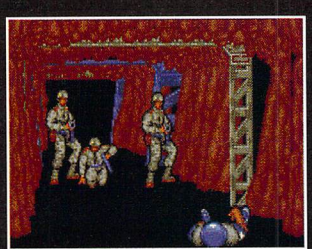
## NEXT STOP, THE GULF



■ **You're quietly wandering through the corridors when a gang of guerillas tumbles out of the roof. Could it be...? Yes, it's the Heseltine brigade storming No. 10!**

■ **Give 'em hell! Just try to imagine you're up to your armpits in swampwater and grip the Fire button, rotating left and right to dish out some mega mayhem**

■ **Got 'im straight in the gut. Just look at that blood fly! Now give the others some grief before they get you**



■ **Whoops, too late! You should have moved to the left and taken shelter in the rocks. Guerilla warfare has its inevitable casualties**

# Quickjoy

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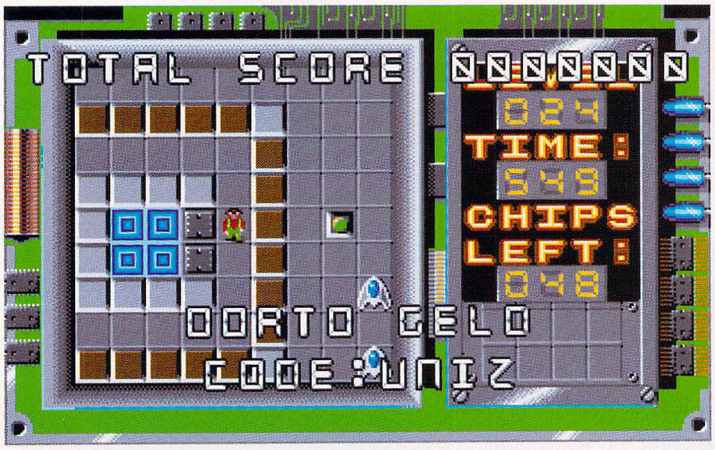
**Chip's collecting chips – microchips, that is. So what's the challenge? The challenge is, he's got to find his way through 150 levels of mazes, puzzles and traps to do it. Neil Jackson asks whether *Chip's* has got what it takes**

# chip's




■ **Don't be fooled by the unexciting console-style graphics in *Chip's Challenge:* it's gameplay that makes games and that's exactly what this one's got, in abundance! It's a real chip off the old block**

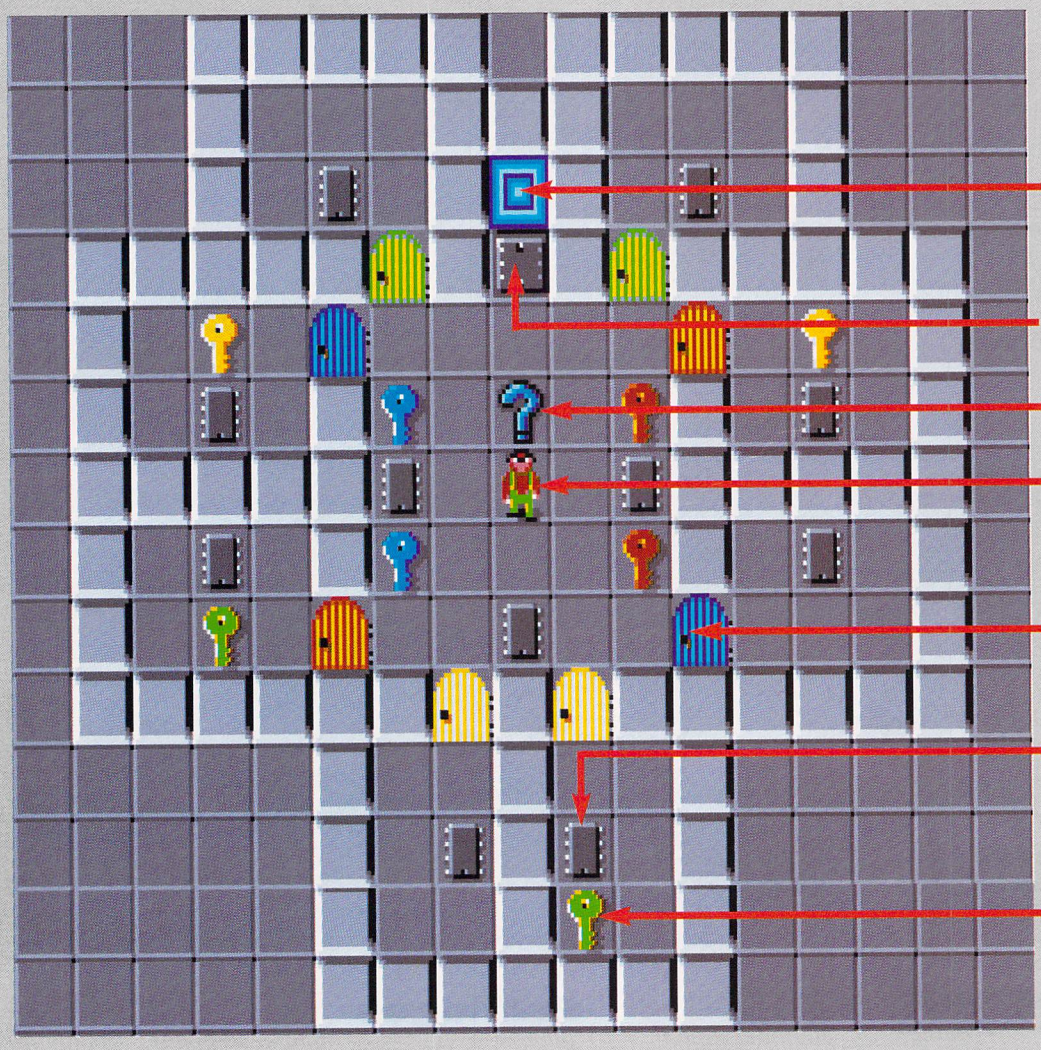
*Chip's Challenge* is a puzzle game featuring a young lad (named Chip – hence, I suppose, the title) with a quest on his hands. To prevent himself being labelled a dweeb, he must complete 150 levels of nightmarish brainteasers designed for him by the girl of his dreams. If he does it, she'll reward him beyond his wildest dreams: she'll get him in the computer club and he can go glory-basking. (Then again, if those are the wildest dreams he can manage, maybe he *is* a dweeb...)

*"Incredibly addictive – and it takes lots of brainpower to beat"*

You control Chip by joystick and must guide him through the mazes, puzzles and traps, collecting microchips on the way. Each level has the same basic rules: you must collect all available chips (which ones they are is indicated at the beginning); you must tackle tricks in the right order to avoid getting trapped; and at the end of the countdown you've had your chips (groan!).

There are plenty of distractions to make life difficult. All kinds of monsters inhabit the levels – some dozy, some dynamic, but all deadly. They all have predictable patterns and there's a straightforward (but not necessarily easy) way of defeating them all. Some require the use of tools that you find on the way, others

## THE KEY TO THE PROBLEM, OR A PROBLEM WITH KEYS (AND DOORS)?



■ **The start level gets you acquainted with the basic concepts you use all the way through the next 149 levels**

**Exit: Enter this to get to the next level – but remember to check your access code**

**Exit Door: You can't get through here until all the chips are down**

**Help: Stand on this square for some useful info or cryptic hints**

**Chip: Our hero, your protegé. If you think he looks a little forlorn now, just wait till you try getting him to level two!**

**Doors: You can't get through without the correct key**

**Chips: The main objective. Collect all of these and you can get through the exit door**

**Keys: They're colour coded to the doors they open – and they disappear after one use**

# challenge

**US GOLD £19.99**

*"All kinds of monsters inhabit the game's 150 levels – some dozy, some dynamic, but all deadly"*

need a murder-by-proxy method and some can be guided to their own suicide if you're smart enough.

Complete each level by grabbing all the chips and heading for the exit and you're given a score increase and maybe a time bonus. On the next level you get a four-letter code you can use to bypass earlier levels if you reboot. Then there's more of the same – but put together in a totally different, more difficult way.

### EFFECTS

*Chip's Challenge* is not going to win any prizes for classy graphics, rip-roaring sound or stunning programming. It looks like an 8-bit game or something you'd find on a console. But though the lack of ST-style graphics is a sad omission, it doesn't detract from the game too much except when there are huge numbers of baddies to update. Then the screen scroll and Chip's movement noticeably chug along.

### VERDICT

Despite its dated look, *Chip's Challenge* is a success. It's incredibly addictive, requires lots of brainpower to beat, and is extremely difficult to put down. Every defeat is a major personal disaster, but you always think you have the solution – and in this way *Chip's Challenge* sucks you in to endless playing sessions. Dinners mount up outside your door, Christmas comes and goes, and your New Year's Resolution is to finish level 150 or die in the attempt. A fantastic, fun-for-all-the-family game which no serious puzzle addict can afford to miss.

**NEIL JACKSON**

| | |
|---|---|
| GRAPHICS | 4 |
| SOUNDTRACK | 5 |
| INTELLIGENCE | 7 |
| INSTANT APPEAL | 8 |
| LONG TERM INTEREST | 9 |
| **OVERALL** | **82%** |

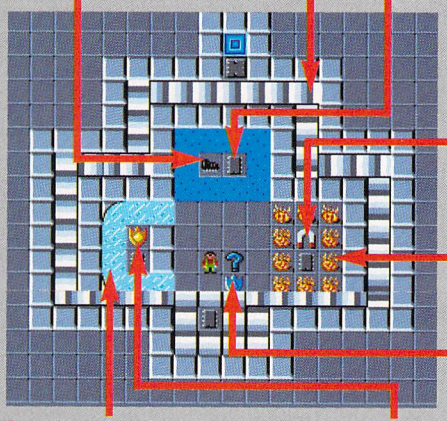
## SLIP, SPLASH, SIZZLE AND SLIDE WITH CHIP

■ Level two introduces you to some of the fun elements that help or hinder your progress through future levels

**Ice boots:** Collect these to enable you to walk on the ice without slipping

**Conveyor:** Stand on this moving floor and you get shuffled along effortlessly to the other end

**Water:** Unlike Paul Gascoine, Chip can't walk on water. Don't go near it!



**Magnet:** Pick this up so you can stick to the floor of the conveyor without getting dragged

**Fire:** Obvious, this! Don't touch unless you have asbestos fingers

**Water Shield:** Use this to give Chip protection against rising damp and wet patches

**Ice:** Stand on here and you skate all the way along the path to the normal square at the end

**Fire Shield:** The equivalent of oven gloves. Use this to fool the fire

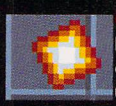
## TIMEBOMBS, TELEPORTERS, TANKS, TERRORS, TOOLS AND THIEVES

■ All of the levels feature some (or all!) of these monsters and often a generous helping of useful gadgets to make life interesting. All the nasties that move usually follow some kind of pattern, so it's good strategy to observe them for a while before you endanger your life by getting in their way. Beware of the tools too – some may help in the short term but in the long run actually make life harder by freeing more enemies.

**Shark:** Follows a straight path across the floor, but turns left when the way ahead is blocked. Deadly!

**Mouth:** Tries to get to you by the shortest route possible. You can trap him with a wall if you get around it fast enough. Deadly!

**X-monster:** Travels along narrow corridors after you. Outrun him and double back behind a wall to trap him. Deadly!



**Clone:** Like the Shark, you can block him and he diverts. You can send him to his death if you use water wisely. Deadly!

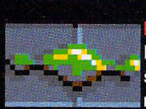
**Thief:** Stand on his square and you lose all the tools you've collected, so don't enter until you've used them all. Annoying, but harmless!

**Blue Ball:** Travels backwards and forwards in straight lines, bouncing off the walls. Use it to set off switches. Deadly!

**Chip Bug:** Runs around the outside of microchip piles. Collect the chips behind him and leg it fast after the last one. Deadly!

**Tank:** Can't shoot, but can crush you. Moves forward and backward from wall to wall, under the control of a nearby switch. Deadly!

**Bug:** Runs around randomly on normal squares, but can't cross rough ground. Often useful as a switch trigger. Deadly!



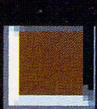
**Blob:** Disgusting green slimy lump that heaves itself from square to square. Can't cross rough ground, but... deadly!

**Cherry Bomb:** This one's obvious, surely. Don't touch! Just push something else onto its square to set it off and go past. Deadly!

**Teleporter:** Stand here to get transported to another part of the maze. The four ways in each lead somewhere different. Helpful!

**Blue Wall:** Sometimes ordinary walls, sometimes gaps. Push yourself against them to find out. Helpful or harmlessly hampering!

**Switch:** Stand on switches to trigger something. Could be a door, a monster or something hidden. Helpful or harmful!



**Dirt Block:** Push these along in front of you to stop monsters, fill in lakes, make bridges or trigger switches. Helpful!

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# pang

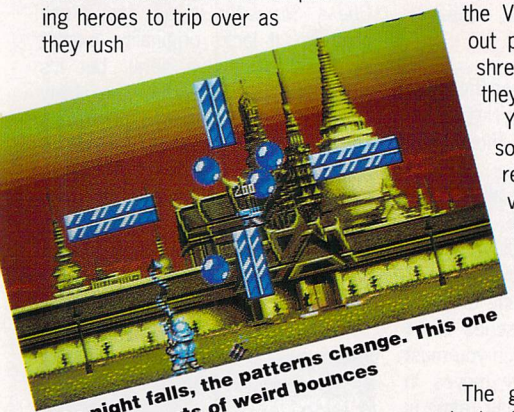
## OCEAN £24.99

You can race around the world. You can run from city to city. But you can't escape the bubbles. They'll follow you from Japan to London, then to the USA. And they'll get you. There is only one solution: pop them.

*Pang* is best played by two people simultaneously, with you and a friend both armed with harpoon guns to fire at the bubbles as they bounce around the screen. Initially the bubbles are large and slow and they bounce to a height which makes it easy to fire the harpoons into them. Once hit, they burst in two, and each smaller bubble is quicker and bounces lower over the players' heads. Burst these, and even smaller bubbles appear. By now the screen is filled with lots of tiny objects whizzing around in manic but logical bouncing trajectories.

If a bubble touches you, you lose a life. But if you hit the smallest bubbles they disappear completely, and this is how to clear each screen. It's the process of elimination. And it's very exciting.

The screens, representing different parts of the world, have varying layouts. There are more and more bubbles, platforms, ladders and other obstacles for the harpoon-toting heroes to trip over as they rush around, eyes fixed ever skyward. The more crowded the screen gets, the more frantic and agitated the little guys get. And that's without even mentioning the time limit they're also fighting against.



■ As night falls, the patterns change. This one causes all sorts of weird bounces

Fortunately, there are a number of useful weapons and objects to collect: a double harpoon that can fire two shots every time you press the trigger; a clock that freezes all the bubbles for a few vital seconds, giving you time to select your targets; and a shield that gives you temporary invulnerability. Best of all is the Vulcan Gun, which blasts out pellets at a furious rate, shredding the bubbles before they can descend.

You might also knock out some of the platforms and release bubbles which previously weren't able to get you. And there'll be frenetic, panicsome activity until you pop every last one of them.

■ Weapons and useful devices abound... but the poor old blue guy still managed to snuff it

■ The mystic Far East, one of about 20 places to visit. Our harpoon-holding heroes must deal with a lot of irritatingly small bubbles

### EFFECTS

The graphics are great. The scenic backdrops look very good, and lend a curious other-worldly feel to the game. (But then, you might say it's already pretty other-worldly to be splitting huge coloured balloons with a harpoon.) The bubbles look excellent, too, and they move quickly, smoothly and realistically. There's no slowing down when the screen is crowded, either.

Sound takes the form of weird sound-chip tunes, changing in each location. These are insidious and not too intrusive, and they complement the game beautifully.

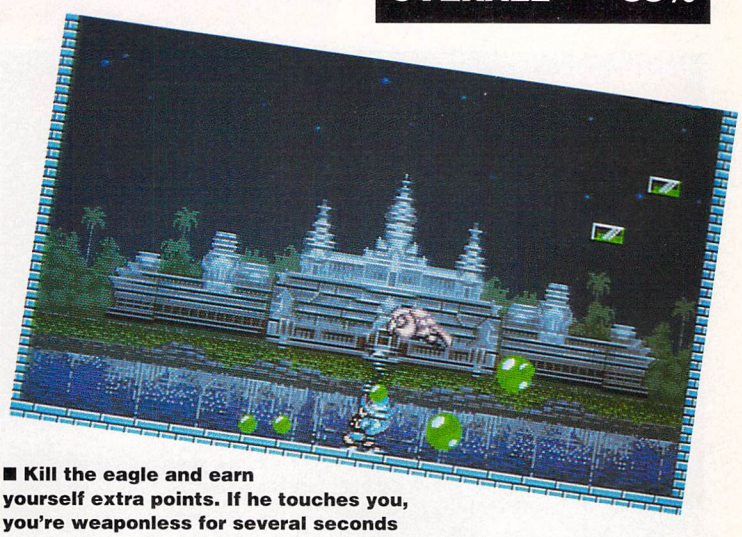
### VERDICT

*Pang* is novel, simple to understand, and harmfully addictive. You start playing, only to continue, and continue, while the seasons gradually change outside, unnoticed. Its uncomplicated format makes it look easy, but it isn't. It gets very tricky, especially in one-player mode and when the screen's full of the tiniest deadly bubbles.

It's annoying that you can't jump to dodge balls as they bounce around the screen, but this is a minor complaint in what is otherwise an unbeatable puzzle game. You play it much, much more than is good for you, just to get better at it. There's a whole world-full of screens waiting, and you'll spend many happy hours trying to get to see them.

**JAMES LEACH**

| | |
|---|---|
| GRAPHICS | 8 |
| SOUNDTRACK | 7 |
| INTELLIGENCE | 4 |
| INSTANT APPEAL | 8 |
| LONG TERM INTEREST | 9 |
| **OVERALL** | **88%** |



■ Kill the eagle and earn yourself extra points. If he touches you, you're weaponless for several seconds

## DOUBLE THE TROUBLE

**Switch the game into simultaneous two-player mode and you can play with a friend. With both of you blasting those balls in half it's a hell of a lot easier and quicker to clear a level. Watch out for those falling bonuses, though – the first one to reach them has a clear advantage**

■ The guy on the left is about to collect a magic hourglass which slows down all the balloons. Both players benefit if you collect this bonus but there's a race on to pick up others such as invincibility or the gun

■ In one player mode, the problems are harder to solve. Blocks trap the big bubbles, but once they're split up they fall like hailstones and they're a veritable devil to collect

# chess simulator

## INFOGRAMES £24.99

Bit of a strange name, *Chess Simulator;* this program doesn't just simulate playing chess, it really plays it. And of course, there are many superb chess programs around, so a new one has to be a bit special to get noticed. Has this got what it takes?

Firstly, you can view the time-honoured two-dimensional board from all the standard positions, with the option of watching the game from the sides as well as front and back. The crystal clear pieces are similar to those seen on large display boards all over the world.

You can select 3D mode and view the board from varying angles, but the 3D display is much less understandable, and the pieces get in the way of each other so it's not always possible to discern them.

Movement is easy: the mouse picks up a piece and positions it wherever you aim. The levels of play available range from Beginner to Club Player. Beginner level is just that; it is possible to beat the computer soundly every time. Higher levels are taxing even to those with many years' experience.

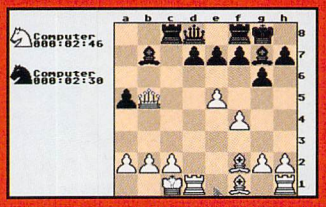
*Chess Simulator* has all the features you expect: save and load games, learning, self play, advice option, play-back and study a game. It even provides an ELO rating function: you're presented with a series of 24 positions, for each of which you must provide up to four likely moves in about two minutes, and your rating is calculated from the choices.

### EFFECTS

You get the option to redefine the pieces as African figures, Indian, Fighting Fantasy or Nuts And Bolts.

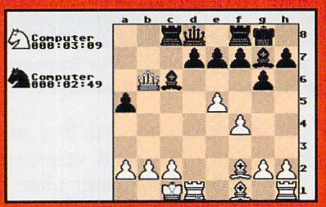
## UNDER PRESSURE

■ **Infogrames' strangely named but powerful *Chess Simulator* usually goes for a fluid middle-game with much exchanging**

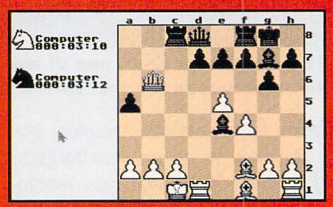



**1** White riskily sends his Queen out foraging early on

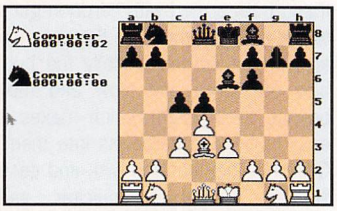
**2** The Bishop sees a chance and leaps to the attack




**3** White's Queen takes up the matter with Black's Queen




**4** But Black is having none of it. The Bish advances further




■ **The standard two-dimensional display of *Chess Simulator* shows a typical opening gambit**

This last set is rather surreal, and very minimalist. You can't play a proper game with it, but it does look nifty, as do the others. You can change the colours of the pieces and board, if you really want to, as well as the 3D perspective view.

The only sound effect is a speech function that merely tells you it's your move – quite useful if you've been dozing.

### VERDICT

*Chess Simulator* is an easy-to-use program. It lacks originality (except in those alternative sets), but it's solid, fast and powerful. The ability to match up to *Colossus* proves its strength. It also has all the necessary functions, and also gives you an ELO rating (great if you're into '70s Birmingham hippies). Still, there's really nothing new or special here. It's just a good chess program, that's all.

**JAMES LEACH**

| | |
|---|---|
| GRAPHICS | 4 |
| SOUNDTRACK | 1 |
| INTELLIGENCE | 9 |
| INSTANT APPEAL | 5 |
| LONG TERM INTEREST | 6 |
| **OVERALL** | **62%** |

## TOURNAMENT OF THE CHESS CHAMPIONS

**To see just how good *Chess Simulator* really is, we pitted it against *Colossus Chess X,* billed (by its makers, CDS) as "the ultimate chess program." Both programs ran on Tournament level, with no time limits set.**

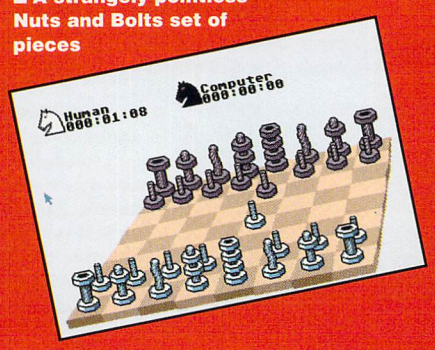
***Colossus Chess X* played white and quickly gained a tactical advantage over *Chess Simulator.* By the middle-game, however, both Queens and all four Rooks had been exchanged and the game was evenly balanced once more. A protracted end-game ensued, with *Colossus* taking much of the fight to *Chess Simulator.* Eventually the sides were whittled down to Kings and Pawns. The Pawns were picked off one by one and the game ended in a draw.**

***Colossus* took 1 hour 20 minutes thinking, while *Chess Simulator* took only 26 minutes, indicating that it's both fast and powerful.**

## WEIRD AND WONDERFUL CHESS PIECES

■ **The Fantasy set. All the optional sets are only viewable in 3D mode**

■ **A strangely pointless Nuts and Bolts set of pieces**




■ **The Indian set. This might be nice in your living room, but here it merely clutters up the screen**

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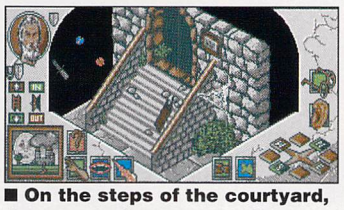


■ On the steps of the courtyard, the companions pause. Silence. Nothing moves. An owl hoots...

# the final battle

## PSS £24.99

Sit ye by the fireside, me fine young lad. I'll spin ye a yarn that ye'll not be believing. It came to be that many moons ago there were kings who... Hey! Come back! Don't you want to hear this?

Sadly, there are many folk who would rather undergo severe physical trauma than play a game about misty warlords and dreaming mountains. And *The Final Battle* is definitely one of those. You play a small but determined group of travellers who must wander the lands of Anar, looking in castles and down manholes for six mislaid power crystals, with puzzles, traps and false turns at every corner.

When you've completed all these and collected the gems, you progress to level two. Now you're plonked in the Fortress of Anar (ooh, isn't it frightening?). *The Final Battle* is about to begin and there can only be one victor. Or possibly a couple. It's hard to tell.

No text–inputting is required – all is achieved by clicking to within a pixel of the desired object. If you can master the meaning of the icons, you should progress much more quickly.

Every location has its own picture displaying the characters and objects you can find there. The view is from a 45 degree corner, which takes a little getting used to. The movement never really seems to flow, and the strange angle makes it difficult to keep an accurate mental map of the surroundings.

To utilise, throw or pick up objects you must click or sometimes double–click on the mouse. This is the quirkiest part of the program. The manual doesn't give a very clear introduction to the mechanics of getting your crew of fantasy bods successfully around the castles. As well as battling the nasties of this enchanted land, you must also battle with the ST mouse of doom, trying to avoid the sarcastic comments that appear when you haven't clicked perfectly on something.

### EFFECTS

The different screens for each location keep you pushing your gang further into the game. You must dispatch indigenous creatures with fists, swords and lumps of timber. The combat occurs in real time, so if you haven't sussed the icon controls, you get wasted.

The graphics aren't stunning, and many screens look the same. The atmosphere is sustained well, though – partly because the text is of the traditional "here be dragons" style, which, if you like the genre, will probably have you writhing in goosebumps. There's no sound, predictably, so midnight wizards won't keep others awake when they play.

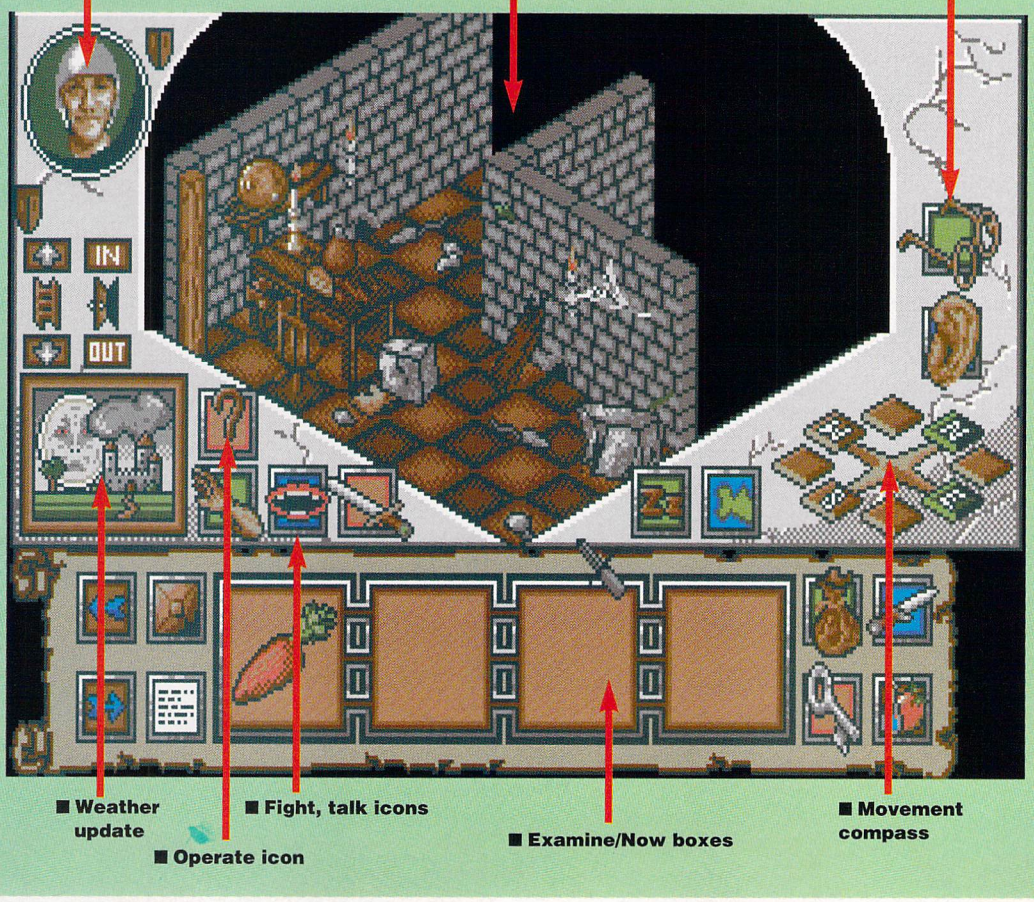
### VERDICT

The game is complex, with difficult puzzles, but you'll be swearing at the finicky control system rather than the old, shy troll under the drawbridge. If you can master it, however, you can explore the hundreds of locations packed with slippery objects, all with lateral uses. The fate of the Kingdom of Anar is in your hands. Whether you can be bothered with saving it depends on your frustration threshold.

**JAMES LEACH**

| | |
|---|---|
| GRAPHICS | 5 |
| SOUNDTRACK | 0 |
| INTELLIGENCE | 9 |
| INSTANT APPEAL | 3 |
| LONG TERM INTEREST | 4 |
| **OVERALL** | **52%** |

## ZORGRATH'S CHEST OF DRAWERS



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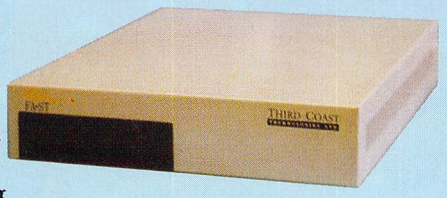

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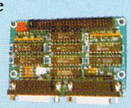

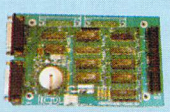

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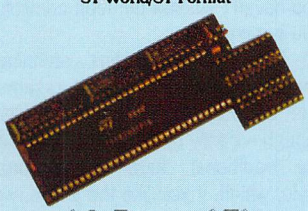

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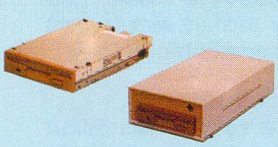

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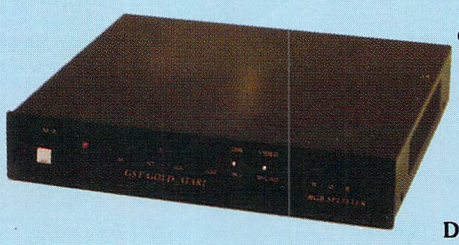

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## CORE DESIGN £24.99

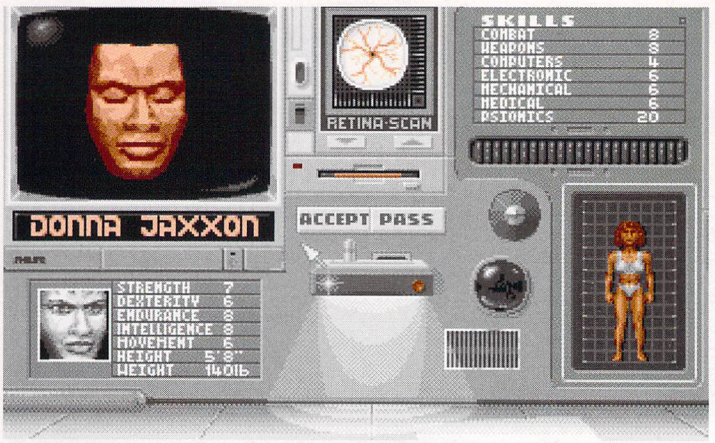
# corporation

After the cute graphics and simple gameplay of *Rick Dangerous*, Core now bring you full 3D perspective, hideous monsters and plenty of chilling plot in their new release, *Corporation*.

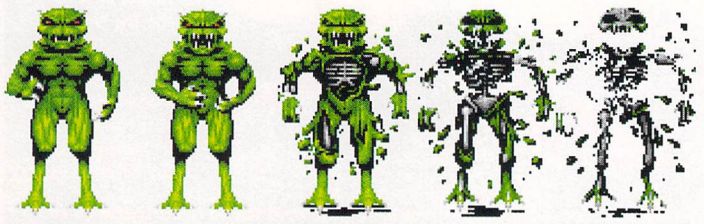
The title refers to the Universal Cybernetics Corporation, who built all kinds of useful household droids and servant systems, grew large on the profits, and now seem to be working on something less wholesome and a lot more dangerous: several innocent people are discovered half-eaten outside their London HQ, and illegal experiments with genetically manufactured life-forms are suspected.

This is where you come in. You're an agent of ZODIAC (a highly secret espionage agency), and your task is to enter UCC's office, then locate and capture an experimental embryo. At the start of the game you kit yourself out with a range of medical supplies, electronics and armaments. Then it's inside UCC's HQ, where you begin your search.

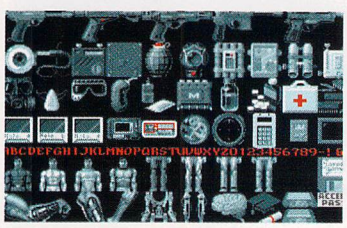
Inside, you find a labyrinthine 3D world, similar to that of *Infestation*. You travel around each floor using an ingenious mouse-control system that takes a bit of getting used to. With practice it's possible to turn on the spot, walk diagonally across rooms or back-track while facing forwards.




■ **At the start of the game, you can choose your agent from a selection of humans or androids. Androids are more reliable, tougher and can carry more, but look about as attractive as a road accident**



■ **Whenever you get stiffed in *Corporation*, this is the last guy you meet. So, as a public service for those of you who enjoy the idea of revenge before the fact, here's how Freddy finally meets his maker**



■ **A selection of the many weapons, tools and computers you get to play with. Many of them require some serious thought before use; others just need you to run away very quickly before they explode**

In due course you meet all kinds of hazards, the most regular being the intruder-detection system – a network of cameras. If you happen to be in the line-of-sight of a camera when it turns toward you, alarm bells sound and you are thrown in the UCC strongroom.

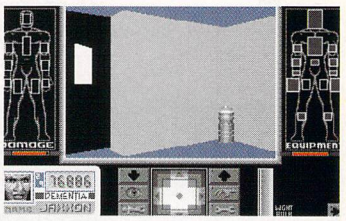
Escaping from there is easy, providing you have the right equipment – a handy, pocket-sized time-bomb. Use this to take out a wall or two and make good your exit. All you have to contend with then are the remaining nasties – robot spiders, crab-guards and ED209-style robots, to name but a few.

### EFFECTS

*Corporation* has some incredibly classy graphics which really enhance the atmosphere. At times the 3D world can get a little flat and boring, but often you find something odd and exciting just around the next corner.

Movement can be a little slow and occasionally this can be annoying, especially when compounded by the unusual control mechanism. The last thing you need when under fire is a fiddly means of escape!

The sound effects are clear and crisp, but a little sparse. Often things happen out of sight, so you hear an effect but don't know what caused it. However authentic and atmospheric this may be, it is also very confusing.




■ **Lifts can make useful resting areas if you want to step out of the action and get your head together. They also enable you to access all of *Corporation* HQ – though the security system does its best to lock you out or dump you in serious trouble**

### VERDICT

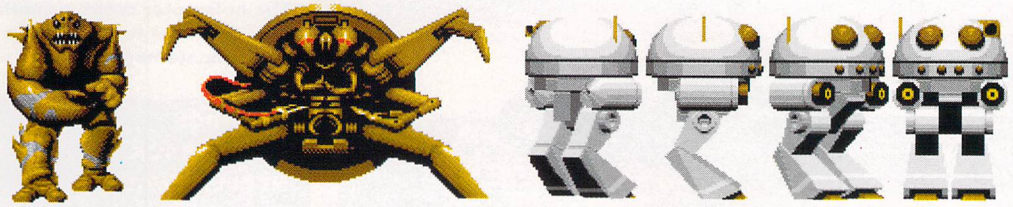
Good fun, after you've mastered the frustrating control method, which is *Corporation's* only major drawback. UCCHQ is a confusing place and you need your wits about you if you hope to finish the game. Even then it could still take you several weeks of play.

More playable than *Infestation*, with more to offer in the way of interesting enemies, objects and happenings, *Corporation* is a winner. Miss it if you enjoy a boring life!

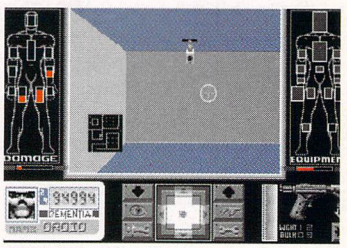
**NEIL JACKSON**

| | |
|---|---|
| GRAPHICS | 9 |
| SOUNDTRACK | 6 |
| INTELLIGENCE | 7 |
| INSTANT APPEAL | 6 |
| LONG TERM INTEREST | 8 |
| **OVERALL** | **87%** |

### CAN'T PLACE THE NAME, BUT THE FACE IS REVOLTING



■ **Some of the freaks you meet face to face when you least expect to. Most can be terminated with a well-aimed shot or two, but others are not what they seem and should be approached carefully**




■ **Use the on-screen map to guide you around *Corporation's* maze-like levels, but beware of the TV cameras which blow the whistle on you. A swift bullet in the iris usually does the trick**

# chase HQ 2

## special criminal investigation

### OCEAN £24.99

## A CRASH COURSE DRIVING LESSON

**Damage to target. When this reaches 100 you've busted them. It goes up in increments of five, with rockets and collisions causing greatest damage**

**Time remaining. You never have very long to catch the crims**

**Rev counter. Luckily you're at the wheel of an automatic, so no nasty gear changes are necessary**

**Speedometer. Your car is capable of some pretty nifty speeds**

**Distance to target. When the two dots meet, you're not far behind**

**Turbo Boosts. At the moment they're engaged. You have five at the start of each mission**

**Ammunition. You have a limited number of rockets**

■ **The bad guy's in range. Now all you need to do is pump 'im full of lead and force 'im off the road**

There's a hostage's life at stake! The Mayor's daughter has been abducted, and is currently being driven away at high speed by a gang of ruthless terrorists. They're highly volatile and musn't be antagonised – it's a difficult diplomatic situation.

So the *Special Criminal Investigation* team are called in. They know just how to handle this sort of delicate situation. Diplomacy is the key. A softly–softly approach is called for. Their plan is appropriately simple but effective: run them off the road, bombard them with rockets and pin them down with gunfire.

If the plot sounds familiar, then you've been playing *Chase HQ*. The prime difference between *SCI* and *Chase* is that you're not just limited to smashing the kidnappers off the road. No, this time you're armed, and therefore twice as dangerous.

You have 75 seconds to find and apprehend the getaway cars. Hunting them down isn't too hard. They have a head start on you, but your vehicle is equipped with five turbo boosts which help make up the ground easily. In addition, the roads have no turn-offs, and you can easily distinguish their car from the others on account of the huge flashing arrow and the word "criminal" that hovers above them.

Stopping them is a different matter. You must inflict a certain amount of damage before the escaping car finally breaks down, and this takes some doing. For most of the game your only option is a combination of shooting and ramming – till, halfway through the chase, a friendly helicopter drops a power-up weapon by parachute to help finish the job.

The other vehicles on the road aren't quite so resistant to damage. Hit them by mistake and more often than not they burst into a satisfying ball of flame. This slaughter of innocent civilians doesn't seem to have any adverse consequences (!), and is a good way to clear the road.

By contrast, the *Chase*-mobile seems remarkably impervious to any form of harm. Head–on collisions with other cars merely slow you down. Driving into the side of a house causes a slight loss of momentum. The worst that's likely to happen is that the car may go into a spin, losing a little time.

■ **You can always tell a bad guy. Not because his eyes are too close together – it's that bleeding great arrow that hovers above him**

### EFFECTS

The scrolling is fast and smooth. It's the usual mock–3D born from the old racing games, but is very effective. All the sprites are large and well drawn – not that you have time to admire them as they thunder past. A funky soundtrack plays as you tear along the highway. Plenty of explosions and similar effects keep the sound–chip occupied too.

### VERDICT

The difficulty level of *SCI* is pitched just right. It's not an easy task bringing the escaping terrorists to a halt, but it is possible. There are, however, no major improvements over *Chase HQ*. Sure, you can shoot now, but it makes very little difference to the gameplay. While *Special Criminal Investigation* is fast and fun, if you already have *Chase* in your collection you'd do well to think twice before splashing out.

**ADAM WARING**

■ **You receive your instructions over the airwaves. There's no time to lose, so get going – fast!**

■ **The helicopter drops a subtle rocket launcher to help you in those delicate negotiations**

| | |
|---|---|
| GRAPHICS | 8 |
| SOUNDTRACK | 6 |
| INTELLIGENCE | 2 |
| INSTANT APPEAL | 8 |
| LONG TERM INTEREST | 6 |
| **OVERALL** | **78%** |

# GOLDEN AXE

Amiga

Atari ST

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Take the challenge! The evil Death Adder has kidnapped the King and his daughter, and is lurking in his lair with the precious Golden Axe. Only you can rescue the rulers of the Land of Yuria and set their people free.

But can you battle through the six levels of this action-packed quest that is faithful to the coin-op original? Use magic to blast your enemy, slash and hack with your trusty weapon – or climb onto the back of a fire-breathing Bizarrian to deal death to the foe. Hectic combat action awaits you...

**Available on Atari ST, Amiga, Commodore 64, Spectrum and Amstrad CPC**

Virgin GAMES

SEGA

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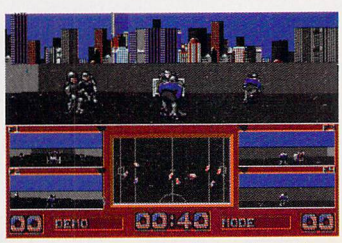
# street hockey

## GONZO GAMES £24.99

*Street Hockey* is ice hockey on roller skates. It's been taken off the rinks and out into the ballparks, and now it's on your ST too, thanks to Gonzo Games. As with ice hockey, two opposing teams made up of improbably large neanderthals whizz up and down the play area smashing all hell out of the goals, the walls, each other and a small puck. The idea is primarily to score more goals than the opposing team.

The main screen shows the currently-selected player's view (and a helpful arrow showing which direction you need to go, in order to intercept the puck). Below, you see an overhead view of the pitch; flanking it, the views of the other four players in your five-man team. Players can either be selected automatically (as with most footie games, the player nearest the ball falls under your control) or manually, by means of the function keys.

Manual player selection sounds tough and it is. The alternative is to let the computer select your players.



■ **Frantic goalmouth action. The puck changes possession about as fast as the screen updates...**

Only now your viewpoint is switched with lightning speed and with no warning – seriously disorientating. This is where the practice mode comes in. You can work at those skating, shooting and passing skills in private, only emerging into the public glare of a full league competition when you're sure you can hold your own.

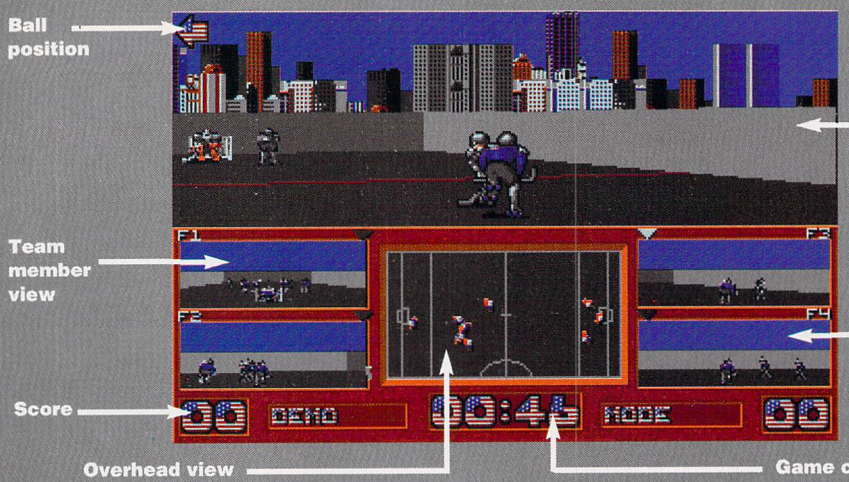
When starting your league campaign, you need a blank disk, on which your league position can be stored. The results of each match are then added automatically. You need the master disk only when you want to reload.

It's a tough sport, so it's appropriate you should be playing it in a tough town – New York. Starting in one of the low-cred parks, you have to win your league to advance to another, better venue. There are 16 parks between you and Central Park and the Undisputed Champions Tournament, so there's plenty here to keep you going for some time. Oh, and while you're travelling between parks, there's a little arcade section where you have to guide your team through the city streets and get to the next park before time runs out. Collisions with the traffic cost you street cred and affect your players' subsequent performance.

The traffic-dodging stages of the game are really only light relief from the serious business of goal scoring. One final point, however, is that if you get sick of playing the computer all the time, and you have an RS232 lead, the manual gives instructions on how to connect your machine up to a friend's ST. Now that really does sound like fun.

## ALL THE TOP PLAYERS WEAR BIFOCALS

■ You need quick eyes to decipher the screen display. The large top section is your current player's view. Below centre is the whole pitch, seen from above, and to either side are the views of the other four players in your team

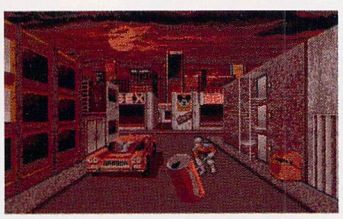



### EFFECTS

Except for the simplistic between-parks scenes, the graphics are extremely ambitious. You can't complain at a lack of on-screen information, but you need about five sets of contra-rotating eyeballs to take it all in. Perhaps because there's so much happening on the screen, the animation is often extremely jerky, and the update rate is really too slow to lend any sort of fluency to the game.

Sound effects are workmanlike but unmemorable, while the quirky title jingle doesn't last long enough to become annoying.

■ **Your team heads for its next venue. Dodge those cars or your street cred plummets – and so does your team's performance**



■ **You get a nice graphics demo before things get going, but sadly the game's another story**

### VERDICT

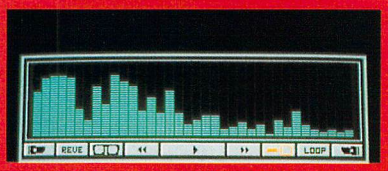
It's easily said, admittedly, but fans will love it. On the other hand, only ardent *Street Hockey* fans will spend the time on it, frankly. The display is a formidable achievement, and the player-selection control is extremely versatile, but that's the game's flaw – there is simply too much to do and too little time to do it in. At times you wonder whether it's humanly possible. If the programmers had been content to let the game run at half the speed and put in twice as many screen updates, it could have been a completely different story.

**ROD LAWTON**

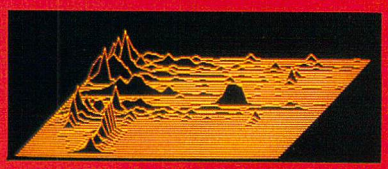
| | |
|---|---|
| GRAPHICS | 7 |
| SOUNDTRACK | 5 |
| INTELLIGENCE | 8 |
| INSTANT APPEAL | 4 |
| LONG TERM INTEREST | 6 |
| **OVERALL** | **64%** |

# MASTER SOUND 2

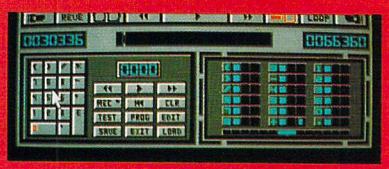
## SOUND SAMPLING HARDWARE AND SOFTWARE FOR THE ATARI ST & STE



36 BAR GRAPHIC EQUALISER DISPLAY

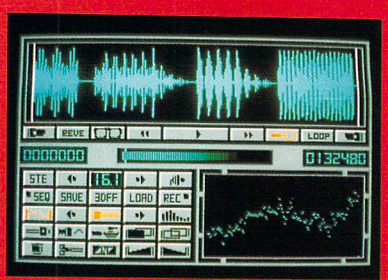


3D FFT DISPLAY SCREEN



SEQUENCER CONTROL PANEL

NEW STE CONTROL PANEL



MAIN EDITOR SCREEN WITH OSCILLOSCOPE

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| * CUT | * COPY | * OVERLAY | * WIPE |
| * FADE IN | * FADE OUT | * VOLUME | * REVERSE |
| * SHRINK | * FILTER | * MAGNIFY | * TRIGGER |
| * LOAD | * SAVE | * SCOPE | * REAL TIME FFT |
| * VU METER | * SEQUENCER | * MIDI TRIGGER | * 3D FFT DISPLAY |
| * AVR FORMAT | * STE VOLUME, BASS & TREBLE CONTROL | | |

An impressive Spectrum Analizer, Oscilloscope and 3D FFT display enable the user to monitor frequency content and volume with ease, and help you to ensure that the sample quality is at its best.

### THE MASTER SOUND SEQUENCER

Allows you to play back samples in a sequence. Up to 18 samples can be held in memory at once and sequences are as simple to record as tapping keys on the computers keyboard. Once recorded the sequencer can save the samples and sequence file out onto disc so that the files can be used in the sequence player provided.

### THE MASTER SOUND DEMO

Allows you to play back your own sequenced sounds created by the editor while displaying picture files. This is great for creating your own public domain demo discs without having to be a computer programmer.

### ADVANTAGES OVER MASTER SOUND 1

* Midi compatibility allows you to playback samples at different frequencies from an external midi keyboard with a midi-out socket.
* Additional STE options include Volume, Bass, & treble controls Playback via the STE's built in sound sockets.
* New 3D Fast Fourier Transform display allows you to see the samples frequency composition in a 3D display.
* Volume down option
* Choice of filters
* Choice of compression ratios
* Enhanced sample frequencies up to 30 KHZ
* Sequencer can now handle variable frequencies from 3 to 16KHZ

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# USS john young

## MAGIC BYTES £24.99

Making simulations accurate is difficult. Getting anything close to reality takes vast amounts of research – which is costly, time-consuming and possibly even a little boring. Magic Bytes seem to get around the problem entirely by setting *USS John Young*, their Naval Warship Simulation, seven years in the future, predicting a few predictable enemies and basing the whole lot on a semi-real, half-baked, good ol' American ship (Yecch!).

You can tell within the first minute and a half that *USS John Young* is not in the same league as *Silent Service*, *Red Storm Rising*, or even *Hunt for Red October*. All those sims featured elements of realism both in strategy and visuals, whereas *USS John Young* contains neither.

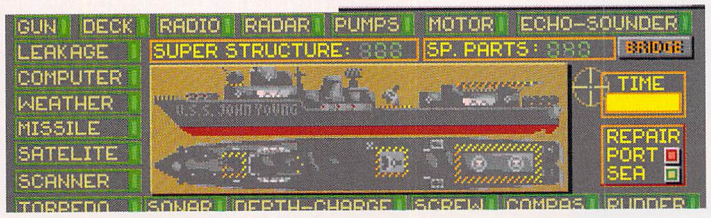
Your objective is to attack and destroy convoys of tankers, submarines or oil platforms in the Middle East region. Your opponent is Iran (whoops!), who's reached flashpoint and is now endangering the free world (yawn, yawn).

OK, forget the plot. What's the game like to play? Not good. The control systems are simple enough to operate, but bear about as much resemblance to Naval Warship controls as *Pong* did to real tennis. The emphasis is on fitting the controls on screen with the sea still visible, but they're all flat and dull, total guesswork surrounded by the kind of space-filling knobs and switches you see in Saturday morning cartoon spaceships.

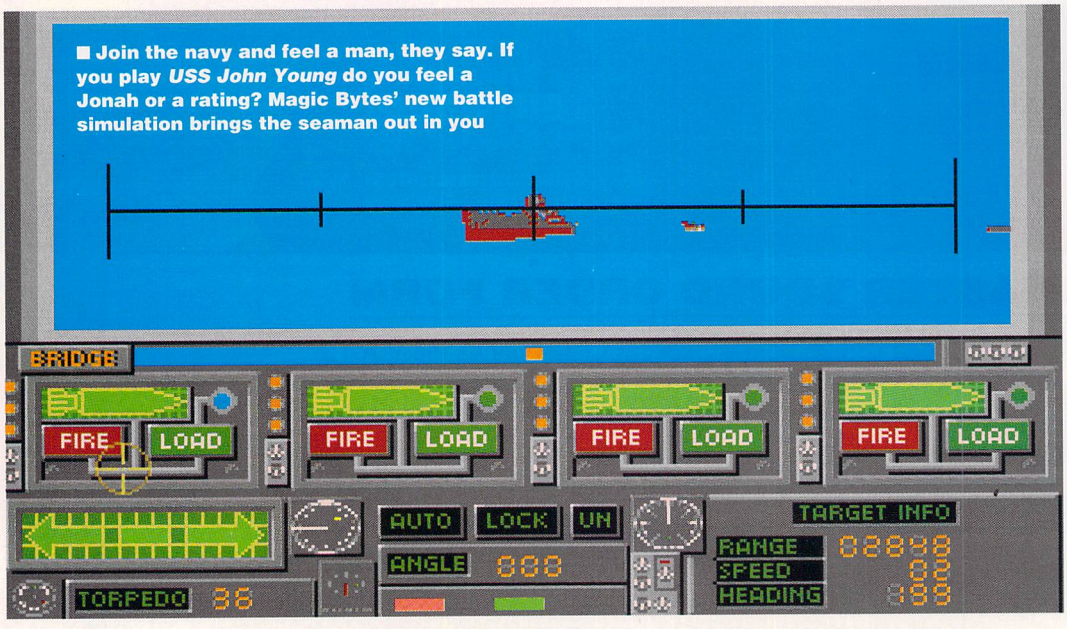
About half the gauges and dials on each screen do absolutely nothing. The other half give you basic control of the ship, with a speed controller, a rudder and a list of sub-systems on the first screen, operated by mouse or keyboard.

The sub-menus enable you to enter the other so-called "rooms" on the ship, with the operating systems for torpedoes, the main gun, navigation radar, damage control, engine room and depth charges. Great, you think. Lots of systems, lots to play with. But what you actually get is another lower-half screen display with different knobs and switches, and there's nothing to see. All the time the forward sea view contains either empty water or a cardboard cutout ship or platform, and maybe a few explosion sprites from any old shoot-'em-up (if you're lucky enough to get a hit). Not thrilling, even with the best imagination in the world.

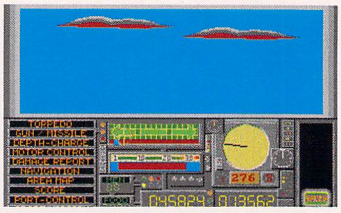
■ **Here in the Depth Charge "room" is where you control the explosive barrels you bung overboard on top of unsuspecting subs. How low can you get when you drop your load?**




■ **Take a hit during the action (using the term loosely) and you can patch yourself back together while you're fighting using the damage control screen. Personally, I'd rather turn round and limp home**




■ **Join the navy and feel a man, they say. If you play *USS John Young* do you feel a Jonah or a rating? Magic Bytes' new battle simulation brings the seaman out in you**



■ **The main display has all the sophisticated technology you'd expect to find on a bridge... like the Tay Bridge, maybe**

### EFFECTS

But, I hear you say, it's a simulation. Sims are supposed to concentrate on the strategy rather than on pretty effects, aren't they? Well yes, but *USS John Young* doesn't concentrate on either. It makes a half-hearted attempt to look like it has depth, as well as detail and effects, but fails to deliver either. The maps aren't clear enough to do any real planning and the animation for torpedoes, shells and the ships themselves is all very comically low-grade.

Sounds and music are sad, sad examples of what not to do with an ST. The front-end music in particular is an absolute dirge.

### VERDICT

Magic Bytes have plastered the words "A Naval Warship Simulation" on every side of the box, obviously hoping to sell *John Young* to the vast market of simulations players – but the only naval in question is the one on your belly and you'd probably have more fun contemplating that for a while. Don't part with your cash expecting to become Captain of a large and powerful military vessel. You won't. You'll be Steamboat Willie on a Mickey Mouse boat.

**NEIL JACKSON**

| | |
|---|---|
| GRAPHICS | 3 |
| SOUNDTRACK | 2 |
| INTELLIGENCE | 3 |
| INSTANT APPEAL | 3 |
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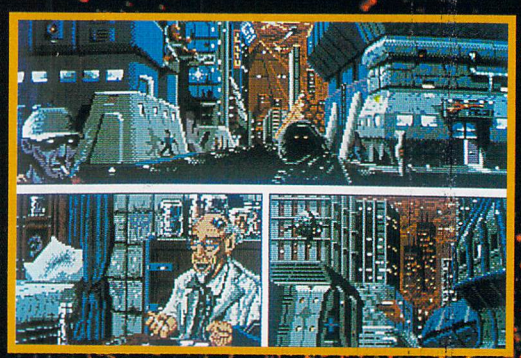

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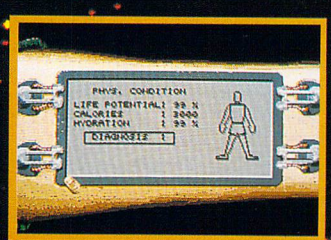

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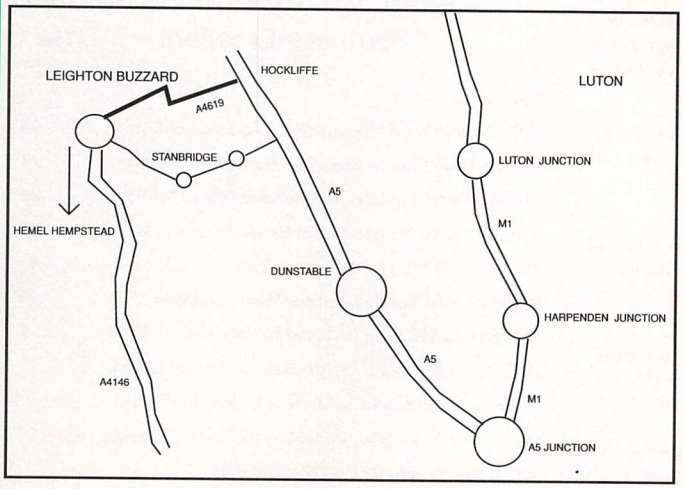


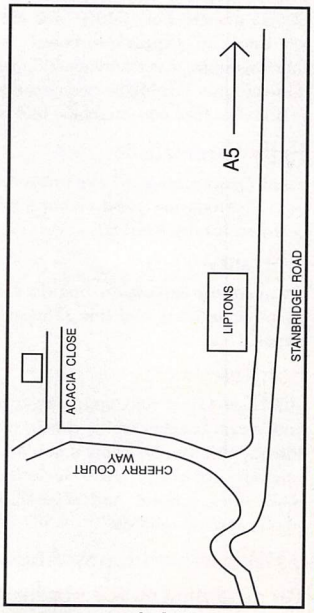


*Maps showing direct routes from the motorway and A5*

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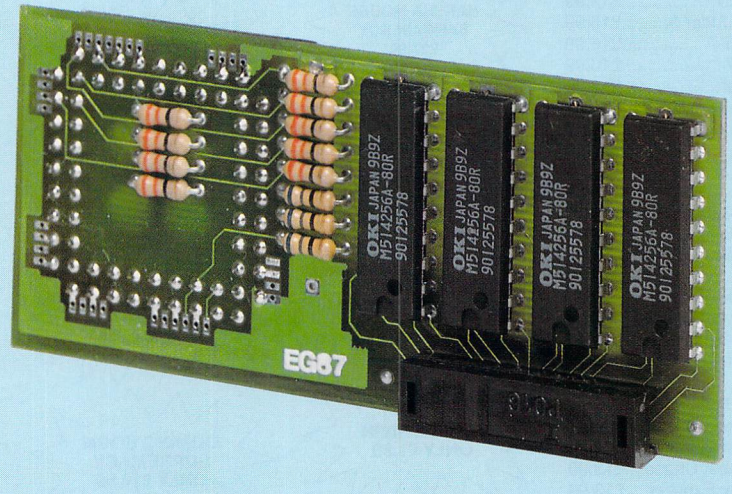
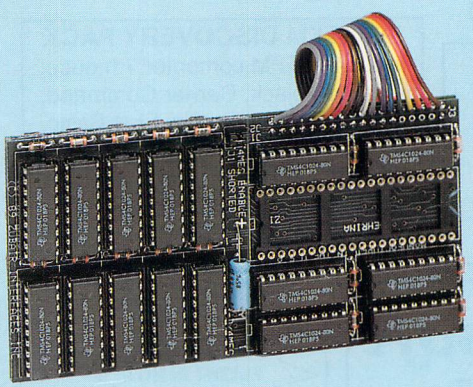



1/2 megabyte plug in board Atari ST User September 1990
"Features–Excellent Ease Of Use–Good"



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PSYGNOSIS

# nitro

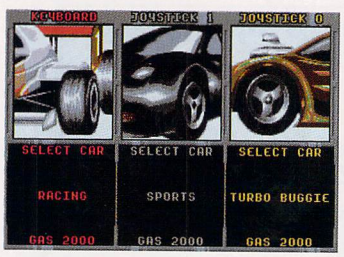
£19.99

Racing is supposed to be a sport so be a good sport and go kill yourself on a racing track. That, at least, seems to be the message with *Nitro*, a three-player simultaneous racing game.

Unlike most racing games we've seen recently, the action isn't viewed through the windscreen of your vehicle. Instead, you get an overhead shot of the track with all four competing cars represented by simple sprites. The objective is simple (and predictable): race up the scrolling screen to the finish line before your opponents. There are special pick-ups you need to collect en route such as nitro boosters, headlamps and cash, to buy goodies from the shop at the end of each race.

After just watching *Mad Max 2*, you could charge along the track and enjoy splattering every pedestrian in sight. This, however, tends to slow you down and rob you of points, so if you're looking to progress it isn't an advisable way to play.

There are 32 tracks in all, played out over four different types of terrain in both day and night-time situations. With night-time tracks you need to have collected light bulbs which give you headlamp power. You can then see a short area of road in front of your car. Without knowing the direction of the track you must follow the computer-controlled car and then sprint to the finish post.




■ **You have a choice of three cars to play with. The Formula 1 car (on the right) has high fuel consumption, is good on the road but dire on those cross-country tracks. The sports car (middle) is low on fuel consumption and average on road and cross-country routes. The Turbo Buggy (left) has average fuel consumption, is appalling on ordinary road but very good on cross-country routes. Just build your own customised car and you've got it made!**

## TAKE A TRIP WITH NITRO BOOSTERS, A GALLON OF FUEL AND A POUND OF MUSHROOMS

■ **Meet Ace One. He's had so many body parts replaced he needs an annual MOT. "Well, Ace, how d'ya think you're gonna do today?" "I'll be happy if I can get through without killing more than six pedestrians, John." "Well, good luck, Ace. You're one mean sonofa-bitch"**

### EFFECTS

The game is disappointing because it doesn't have a 16-bit feel to it. Overhead views of the race track have long since been abandoned in favour of presenting a more realistic front-on view. As you can see from the screenshots, small sprites and ineffective collision graphics are the final nail in *Nitro's* coffin.

Complementing the visuals are some simple ST sound chip tunes which send you mental if you're dumb enough not to turn the volume down. Spot effects are few and far between, thankfully!

### VERDICT

The visuals make you laugh; the sound effects make you want to chuck, but there's nothing about *Nitro* which you could say is truly awful. It's simply an old 8-bit concept with no original or exciting 16-bit elements. If you were a fan of *Major Motion* and you're looking for the chance to compete in a three-player simultaneous race then *Nitro* satisfies – just. If you want something that exploits the full potential of your ST, however, then this sadly just doesn't deliver.

**MARK HIGHAM**

| | |
|---|---|
| GRAPHICS | 3 |
| SOUNDTRACK | 1 |
| INTELLIGENCE | 2 |
| INSTANT APPEAL | 6 |
| LONG TERM INTEREST | 4 |
| **OVERALL** | **41%** |

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## HOW TO GET FED UP IN OMNICRON

■ All contact with the outside world is through the small playing window in the centre of the screen. The character is moved with the joystick, and when you walk up to a named object you have the opportunity to interact with it. Here you've found a hamburger machine. Yum yum.

The rest bar tells you when you need to go bye-byes

Down the sides of the screens are your pockets. You can store various items you find lying around

The bar hidden beneath the menu tells you when you need feeding

This bar tells you what object you're looking at

More pockets – but this time they're empty. You can choose which one to use with the appropriate function key

The menu box gives you your choices. Now, what do you do?

■ The controls at the bridge of the starship. You're locked on course for the planet Cron

**MIRRORSOFT £24.99**

# omnicron conspiracy

*Omnicron Conspiracy* is best described as a graphical adventure. It's a whodunnit-in-space type of game – you need to visit a series of locations, search for objects and solve problems in an attempt to break an intergalactic drugs ring. All this is controlled from the joystick – there's none of this typing in long passages of text only to be told "I don't understand that!"

The game is set in deepest space. The character under your control goes by the unlikely name of Ace Powers. You start out in the sleeping quarters of your spacecraft, and almost immediately your robotic pal enters and tells you the Chief of Police wants to see you. After grabbing a couple of useful objects, you walk through the spacecraft to the bridge, tap in the star course the robot gave you, and you're off.

Ace walks in the direction you point the joystick in. Walk up to anything and its name is highlighted in a panel at the top of the screen. From here, pressing Fire brings up a small menu. The choices offered depend on the ways you're allowed to manipulate that particular item. Typically you can examine, search, and maybe even use it. Find anything useful and you have six pockets, each capable of storing an object.

There are many other characters in the game, and bumping into one gives you the opportunity to converse. Actually it's more of a monologue: you can't tap in questions, or influence the answers they give. If they have anything to say they'll tell you about it; if they don't, they won't.

■ Ah, that's lucky – for a moment there I wasn't sure whether I was still breathing...

■ When Ace Powers, top space detective, reports for duty, you're off on the whodunnit of a lifetime... and if it ain't, it'll seem like it. Slow would be a good word to use at this point

■ There are several characters you can get information from, but your conversations are all limited to reading what they have to tell you – *if* they actually have anything to say, that is

### EFFECTS

One thing you can't help but notice is the sluggish pace that the game plays at. Moving from one side of a room to another seems to take absolutely ages, and moving from room to room requires a disk access, as does attempting to examine anything. Making any sort of progress is annoyingly slow.

Sound is conspicuous by its absence: there isn't the slightest whimper. It's true to say that traditional adventures could get away without any sound (or graphics for that matter), but with a game of this type there's no excuse.

The game doesn't stun pixel-wise, but the graphics are passable and everything is clear enough. The "action" takes place in a small window in the centre of the screen. The rest is filled up with information about what you're carrying, how tired and hungry you are, and where you are and what you can do about it.

### VERDICT

A potentially good game is encumbered here by scandalously slow response and an unfriendly user interface. The menu systems are very clumsy indeed: it takes such a long time for a menu to appear that it's easy to think you haven't selected it properly and click again. Do that, however, and you merely succeed in switching it off as soon as it eventually does appear. Why couldn't we have got a nice friendly mouse driven control system instead? It would have been ideal for this style of game.

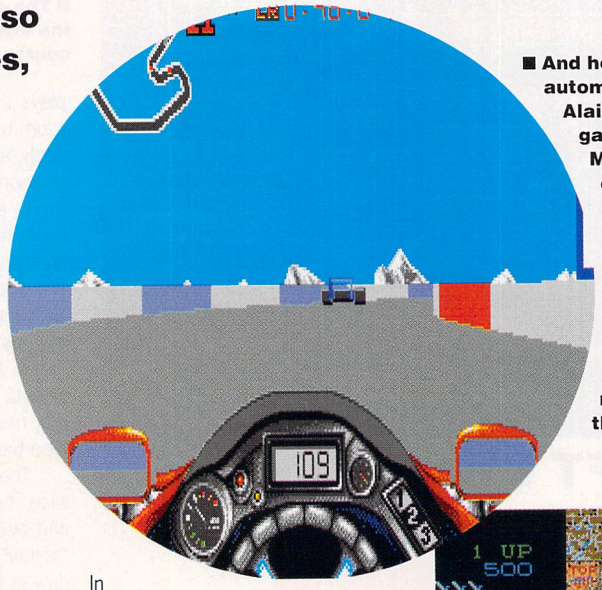
Buried beneath the poorly implemented exterior, there could well be a very respectable game waiting to get out. It's sad then that only the most patient and determined players are likely to find it.

**ADAM WARING**

| | |
|---|---|
| GRAPHICS | 5 |
| SOUNDTRACK | 0 |
| INTELLIGENCE | 7 |
| INSTANT APPEAL | 3 |
| LONG TERM INTEREST | 4 |
| **OVERALL** | **42%** |

# screen

**Good lord, don't tell me, surely it's not *that* part of the magazine. Well, yes it is, thanks for asking, missus. Late arrivals, also rans, re-releases, might-have-made-its and mountain climbers called Derek, all jostling for a little bit of attention, recognition and a pair of crampons**



■ **And here comes the automatic Ferrari of Alain Prost. He's gaining on Nigel Mansell... and oh, disaster! Mansell has spun off the track just three feet from the finishing line! What kind of championship run do you call that, Victor?**

## VECTOR CHAMPIONSHIP RUN

**Impulze – £24.99**

"Each one of the world's top racetracks has been painstakingly reproduced..." Yeah, right. Since when did Silverstone have a bloody great multi-coloured wall around the edge of the track? I mean, come on, these racetracks look more like something you'd find at Blackpool pleasure beach, with a few go-carts whizzing around.

Oh, and another thing. Racing cars are meant to be solid objects. In this game they can come flying straight through you, with the real downer that it's your speed which gets knocked down. However, when you try the same manoeuvre you find yourself eating tarmac.

The graphics aren't bad. There are no circles on screen, but it's not bad. Update is rapid and the colours are attractive. Steering the car takes a lot of getting used to, and it's nigh on impossible to wreck your car – but all that apart, it's a great game.

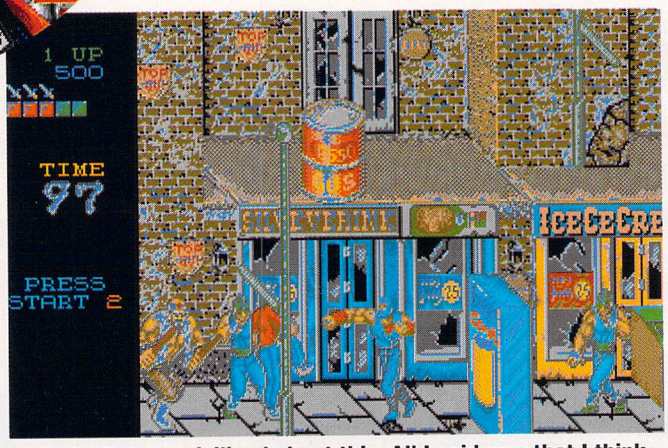
**STF Rating – 40%**

## SHADOW WARRIORS

**Ocean – £24.95**

A couple of weeks back we got a letter from a Jason Saunders of Corsham in Wiltshire, who was wondering why we never reviewed this game. The answer, Jason, is that Ocean (despite repeated badgering) never sent us a copy. Three months after the fact we've secured one and we now know why they were reticent to send it to us.

*Shadow Warriors* – currently number 4 in the charts (see page 17) – is a beat-'em-up. Using your ninja skills you've got to slash, hit and duff your way across a New York background on your way to a confrontation with Mr Large. You have seven fighting moves at your disposal and four jumping movements.




■ **Listen, let's be civilised about this. All I said was that I think Geoffrey Howe wouldn't make a bad Prime Minister. Besides, he's got such an exciting manner about him... oooh... ouch!**

The problem with *Shadow Warriors* is that it's too slow. What's more, there are far too many baddies on screen at once, making progression through the game a real problem. Animation is only average and the colours are gaudy.

**STF Rating – 58%**

■ **"I like bouncing, boing boing boing. Up and down until I get a pain in me groin. Don't it make you happy that when it really counts. You can turn into a rubber ball and bounce bounce bounce" (Gerard Manley Hopkins, author of the terrible sonnets, the atrocious odes and a filthy limerick)**

## HELTER SKELTER

**Audiogenic – £19.99**

Bouncing balls, wiggly monsters and a clock counting down. Hmmm, sounds like a puzzley platform game to me...

Yep. You control a small red ball with the ballish quality of bouncability, on a game screen consist-

# playextra

## TEN GAMES WITH QUESTIONABLE TITLES

1. *Hot Rod* – Activision
2. *Puffy's Saga* – UBI Soft
3. *Sonic Boom* – Activision
4. *Rorke's Drift* – Impressions
5. *Hammerfist* – Vivid Images Design
6. *Fire and Forget* – Titus
7. *Skidz* – Gremlin
8. *Navy Moves* – Dinamic/Electric Arts
9. *E-Motion* – Accolade
10. *Buffalo Bill's Games* – Tynesoft

ing of a series of floating platforms. Strolling up and down these are a number of creatures. Snakes, eyeballs and walking potatoes – they're all in there. Your job is to bounce on these monsters in the correct order. You know which creature to bounce on next because a large arrow appears above its head.

*Helter Skelter* is a very jolly game. It's quite difficult, but certain masochists thrive on that sort of thing. Graphics and sound are both neat and attractive. What's more, when (!) you complete the game you can design your own levels with the built-in editor.

**STF Rating – 75%**

## MiG 29 – SOVIET FIGHTER

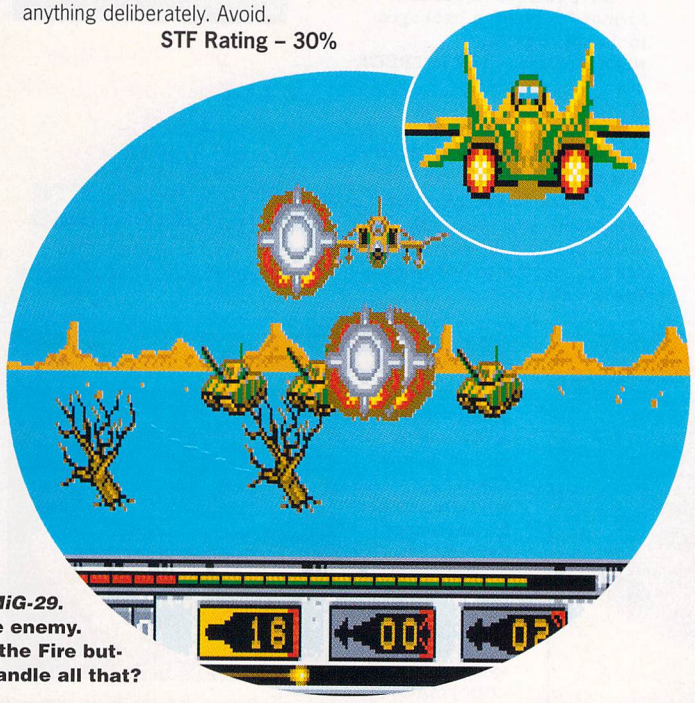
**Codemasters – £6.99**

All right, I know it's only seven quid, but I mean. Computer games have got to be playable. It doesn't matter if the graphics are tasty or the sound sexy, you've got to be able to bear the game for more than five minutes.

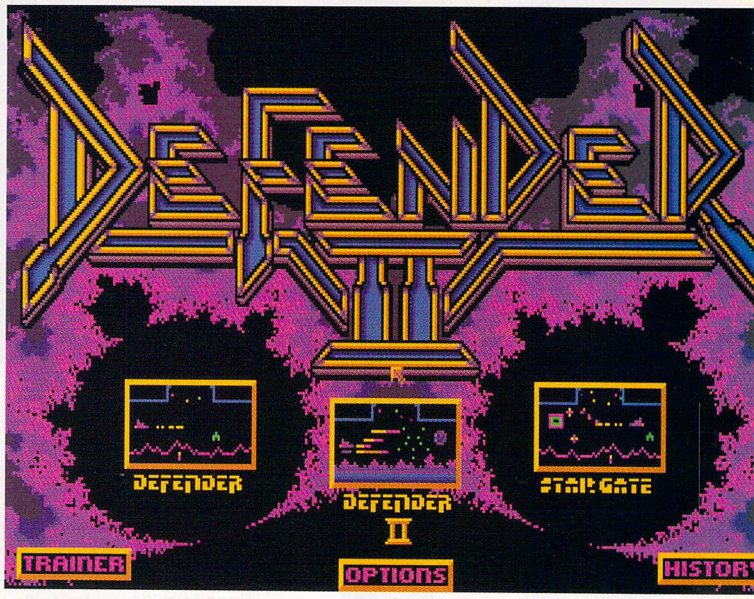
*Mig-29* is a flight simulator of sorts. Problems arise because your aircraft is extremely uncontrollable and zips between one side of the screen and the other in the blink of an eye. This makes it almost impossible to see what's happening, or to have any control over what you shoot.

The graphics are well designed and the sound adequate. Gameplay, however, is a case of waggling your joystick about hopefully while repeatedly pressing the Fire button. It's impossible to shoot anything deliberately. Avoid.

**STF Rating – 30%**




■ **That's you, top right, in your *MiG-29*. Those chaps down there are the enemy. Waggle your joystick and press the Fire button repeatedly. Think you can handle all that?**




■ ***Defender* gets resurrected and brought into the '90s by programmer Jeff Minter and his trained yaks. Shoot every alien in sight and save the humanoids from certain death**

## DEFENDER 2

**Arc – £19.99**

Once upon a time arcade games were boring and predictable. A machine from a company called Williams changed all that with a wicked blasting game called *Defender*. It had wickedly tasty graphics, booming sound and superb gameplay.

*Defender 2* is Jeff Minter's homage to the arcade game. The disk actually includes three games: *Defender*, *Defender 2* and *Stargate*. Each game has the sort of gameplay a reviewer can usually only dream of.

What's more, they've all been brilliantly recreated. Each game is ➤

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1. In a fit of anger your little brother has tipped his goldfish Kylie, complete with liquid home, down the grilles in the back of the monitor
2. You've plugged the monitor socket into the MIDI port by mistake
3. Your mum, in one of her funny tidying moods, rearranges your bedroom and places your 300 watt speakers on either side of the monitor. But, hey, those psychedelic patterns add a certain something to your Desktop
4. It's not switched on
5. The local electricity substation just got invaded by a forward party of mutant rats from the planet Bühmhöele and the resultant power surge embedded your monitor in the roof of next door's potting shed
6. No, GEM Desktop really *is* that – er, remarkable shade of green
7. "Yes, it is very decorative indeed, as you say. But even if it does go with your curtains, madam, I'm afraid you can't watch that nice Mr Wogan on it"
8. Next door's cat had a jolly, cat-like game of rough and tumble with the power lead and now both it and the monitor look very surprised and smell funny
9. No, it's meant to have that bloody great border around the screen
10. It's not actually a monitor, it's a window. Couldn't you tell by the stunning graphics?

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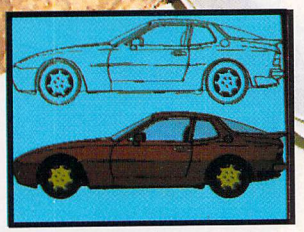

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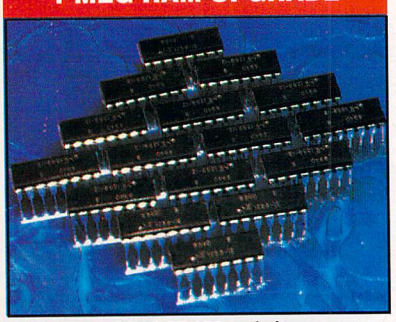

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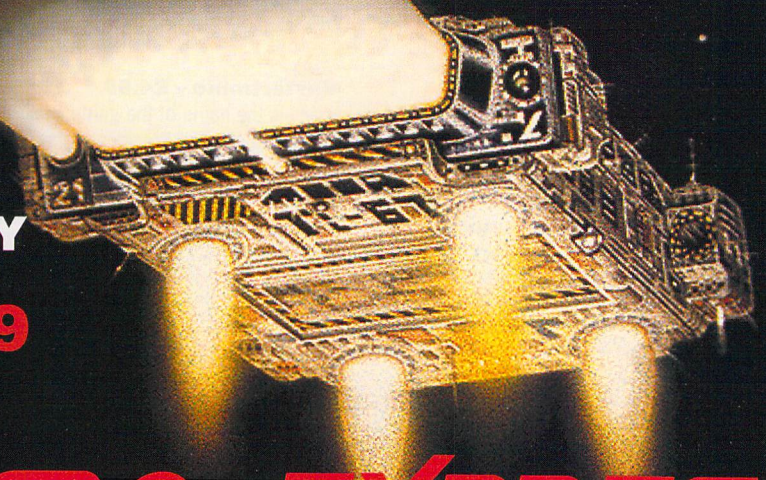

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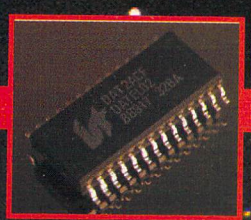

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# THE INFOCOM RANGE

## Mastertronic – £9.99 each

One of the most famous software houses is Infocom, who've been bunging out their tricky and addictive adventures since the year dot. Infocom adventures are all text based, relying on atmospheric scene setting rather than posy graphics.

Mastertronic have just released five Infocom games at half price and they represent an excellent opportunity to either get into adventuring or stock up your collection.

● **The Hitchhiker's Guide To The Galaxy** is my all-time favourite adventure. Douglas Adams collaborated with Infocom in the writing of the game and there's stuff in here that isn't in the book. You're Arthur Dent, the hapless chap who's just about to have his house bulldozed. With the help of Ford Prefect you teleport up to a passing Vogon cruiser and watch the destruction of earth. All you've got to do is survive... and try to get the hang of Thursdays.

**STF Rating – 89%**

● **Zork 1** was one of the very first home computer adventure games. It was initially released way back in 1981 and it's sold over a million copies. Zork is a story of underground mis-adventures. All you've got to do is explore a labyrinth, find the treasure, defeat the monsters and then get yourself back to the surface in one piece.

**STF Rating – 75%**

● **Wishbringer** is touted as being an excellent introduction to computer adventure games. The game world is manageably small and the challenges (initially at least) are quite easily overcome. The storyline is that some geezer calling himself The Evil One has done a runner with your cat. You've got to defeat the horrible chap and see that Tiddles is returned to his window-sill in one piece.

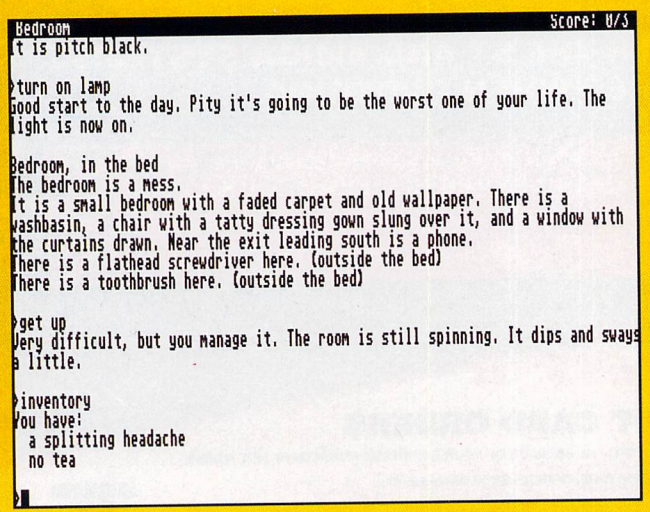
**STF Rating – 70%**

● **Planetfall** is a futuristic game set on a strange world. You've been shipwrecked along with your robot companion Floyd on a very weird planet. Exploring the landscape and surviving its dangers are your job. Floyd, like many another plastic pal, has a character all his own and can be just as much of a hindrance as a help.

**STF Rating – 78%**

● **Leather Goddesses of Phobos** is a parody of 1930's pulp fiction. It's notable mainly for the fact that it contains some lewd scenarios and language that can be set at three levels. You're kidnapped by these kinky conquerors who want to turn the earth into their private pleasure palace. Escape from the Goddesses and assemble all the materials you need to destroy them forever. (Bit of a waste, surely...)

**STF Rating – 79%**




■ **Don't panic. That's all there is to it, basically. Oh yes, and don't forget to consult the *Hitchhiker's Guide to the Galaxy* occasionally. It could just possibly save your pocket fluff**

➤ quite simply a blast. You've got to zap all the alien ships while protecting the humanoids on the planet surface, and that's it. Fun, fast and completely frantic. This one's taking up residence in my disk drive permanently.

**STF Rating – 88%**

## CONFLICT

**Mastertronic – £4.99**

Diplomacy is the name of the game. You've been appointed President of Israel and your job is to lead your country to supremacy. You've got control over everything: armaments, spying and food supplies. The game is set in the year 1997. The political situation worldwide has deteriorated to the extent that war might very soon be in the offing.

You control everything by means of pop-up menus. The situation can be appraised by looking at newspaper reports and a political map. If you want to spy on someone or stock up on nuclear weapons you simply click on the appropriate box.

The game itself is essentially boring. If you're terribly into strategic games which have very little in the way of action, then it might appeal to you. Then again, snail breeding appeals to some people.

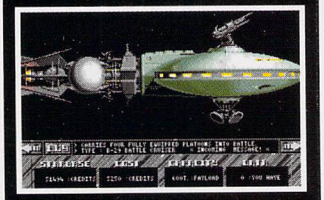
**STF Rating – 60%**

## TEN "WACKY" ALTERNATIVE USES FOR YOUR ST

1. Play a thrilling game of carpet footy with the mouse ball
2. Leave it on overnight and then sit on it to warm your bottom on those cold winter mornings
3. Mindless solitaire: pull all the keys off and then try and get them on again in the right order
4. Use it to swat a few of those really large bluebottles that wade around in dog poo and then take the lid off and cook them on the heatsink inside
5. Rest it on end, balance a pea on the reset switch and see how far you can fire it across the room with the little spring inside
6. Invite a whoop of ants over and teach them to play *Kick Off 2*
7. Join a skiffle band and use it as a washboard by running your fingers along the ventilation slot
8. Use the floppy disk slot as a money box or as a hiding place for your credit cards
9. Get a fine-point pen and draw little faces on each individual key so that they've all got a different personality
10. Add a pair of trucks, some Kryps and a few stickers and use it as a really expensive skateboard

## THE ST FORMAT PERSONAL FAVOURITES OF 1990

1. **Steve Carey** (Editor and raconteur)
   *Supremacy* Melbourne House
2. **Mark Higham** (Deputy Editor and professional rabbit stroker)
   *Sim City* Infogrames



■ ***Supremacy* (reviewed this very issue on page 60) is Number One's number one**

3. **Neil Jackson** (Technical Editor and rubber band specialist)
   *Captive* Mindscape
4. **Andy Hutchinson** (News Editor and bottom fetishist)
   *Operation Stealth* US Gold /Delphine
5. **Julie Stuckes** (Art Editor and chief crayon wielder)
   *Deluxe Paint* Electronic Arts
6. **Martin Parfitt** (Designer and fashion god)
   *Leisure Suit Larry 3* Sierra/Online
7. **Alex Soboslay** (Production Editor and thespian to the gentry)
   *Australian Rules Football Simulator* Somemistakesurely-soft
8. **Dan Goodleff** (Production Assistant and very very very quiet person)
   *Damocles* Novagen
9. **Margaret Clarke** (Advertising Manager and part time hip hop dancer)
   *Last Word Plus* Noreallyyouareonstop-soft
10. **Shaun Lancaster** (Ad Sales Executive and interrupter at really busy moments)
    *Oriental Games* Microprose
11. **Greg Ingham** (Publisher and incredibly super person – honestly!)
    *Personal Finance Manager Plus* Microdeal
12. **Jane Richardson** (Assistant Publisher and recently a lot slimmer person)
    *The Joys of Motherhood* Breathbreathpushpush-soft

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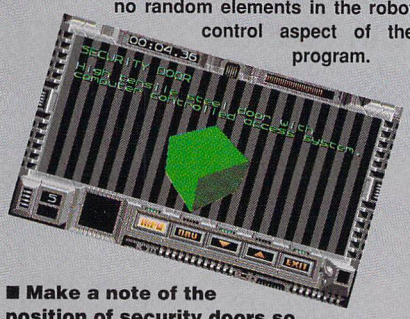
*Lost in a wet tunnel? Unsure whether to marry Passionate Patti or take a trip to Eris? Can't get past that maintenance man? Let the ST FORMAT crew lead you on the rocky road to ruin*

## INTERPHASE

**■ It's a corker, *FORMAT'S* fantastic Cover Disk bonus, and no mistake... but if you're having a tough time getting to grips with this enormous game – or just feeling a little lazy – here's some tips to help you through**

1. Always clear the level you're working on of fighters and alien generators before tackling the puzzles.
2. When attempting to take out specific objects, use a locked missile. Firing the cannons around wildly does more harm than good.
3. When placing tractored objects into their wireframes, check the alignment from two sides to get the proper 3D positioning.
4. If you spot a red arch, remember its level number for future reference.
5. Always attempt to get all your energy back before finishing a level and entering a tunnel.
6. Save the game when entering a tunnel and again at the end if you navigate the tunnel successfully.
7. On the blueprint, you may have to set robots off deliberately, to clear them from an area the girl has to cross later.
8. When attempting to destroy fighters which home in on you, either fly fast and shoot them using REAR VIEW, or fly backwards very fast.
9. Take a good look at the overall blueprint before starting, since some puzzles are chained to each other.
10. When playing a level for the first time, make a note of which items trigger which robots and build up a picture of how the level is constructed. There are no random elements in the robot control aspect of the program.




**■ Make a note of the position of security doors so that you can return to them later on**

11. If you have to cross an electrified floor, use a handy robot to deactivate it first.
12. Use the TURNTABLES to redirect problem robots to other areas of the building which will benefit you.
13. Don't be afraid to get the girl to backtrack: it's essential for some puzzles.
14. Some cameras and pressure pads are red herrings. Learn the ones that are relevant to the route you need.
15. Set up areas of the blueprint before you need to. This will save time flying from one component to another when time becomes short.
16. Many levels are simpler than they appear. Try the obvious first.
17. Beware of loose robots doubling back if you wait too long.
18. Map out the level if it appears complicated and mark the relationships between objects.
19. When you are experienced, don't waste too much time reading KAF-E's messages: these are generally standard for each item.
20. On the top floor, neutralise all risks (robots in the building and fighters in the 3D world) before examining any of the various vaults.
21. Some of the fighters on later levels are very intelligent: learn their strategies and develop methods to counteract them. For example, the blue flying ray knows which component you are interested in by checking its NAVCOM status. Either destroy it (carefully) with a missile, or when you have found the component you need, NAVCOM onto something else to distract it.
22. The "bird fighter" always circles ahead of you and can outrun your missiles. If it proves to be a problem, LOCK and FIRE a missile at it, then "catch" it with a tractor beam, enabling the missile to catch it up and destroy it.

## CONQUEROR

**Rainbow Arts**

The very first time you play the Strategy subgame after loading the program you can get some extra cash by using these methods:

1. Sell all the tanks by pointing at them and clicking the left mouse button.
2. Buy the cheapest tank available (ie Chaffee, Panzer III or KV-1S for the American, German and Russian forces respectively).
3. Sell this tank again by left-clicking on the grey "tarmac" area between the left hand line of trees and the left hand edge of the white-outlined parking squares.

You should now have about 15,000 extra credits – the actual amount you get depends on the price of the tank.

This nifty cheat also works on the *FORMAT* Cover Disk demo (*STF* 9).

**■ Go hunt the red bear with any of an arsenal of tanks. Get the right combination of light and heavy tank units and you can win in an instant**

## THE PAWN

**Rainbird**

When you meet Kronos, greet him and then take the note. Be sure to ask him about the wristband. Then take the chest, but don't open it.

You need the wooden key from under the mat to open the shed. Don't bother about the wheelbarrow. If your path is blocked by rocks simply climb over them! If you're stuck in the maze, simply type "Exit maze."

Snowman in the way? Melt him with the red.

Stuck for a light? Mix red, blue and green.

Can't get the lumps? Use the trowel.

Can't find the ballot paper? Open the safe with the blue key.

Can't open the tomes? Cast a spell on them.

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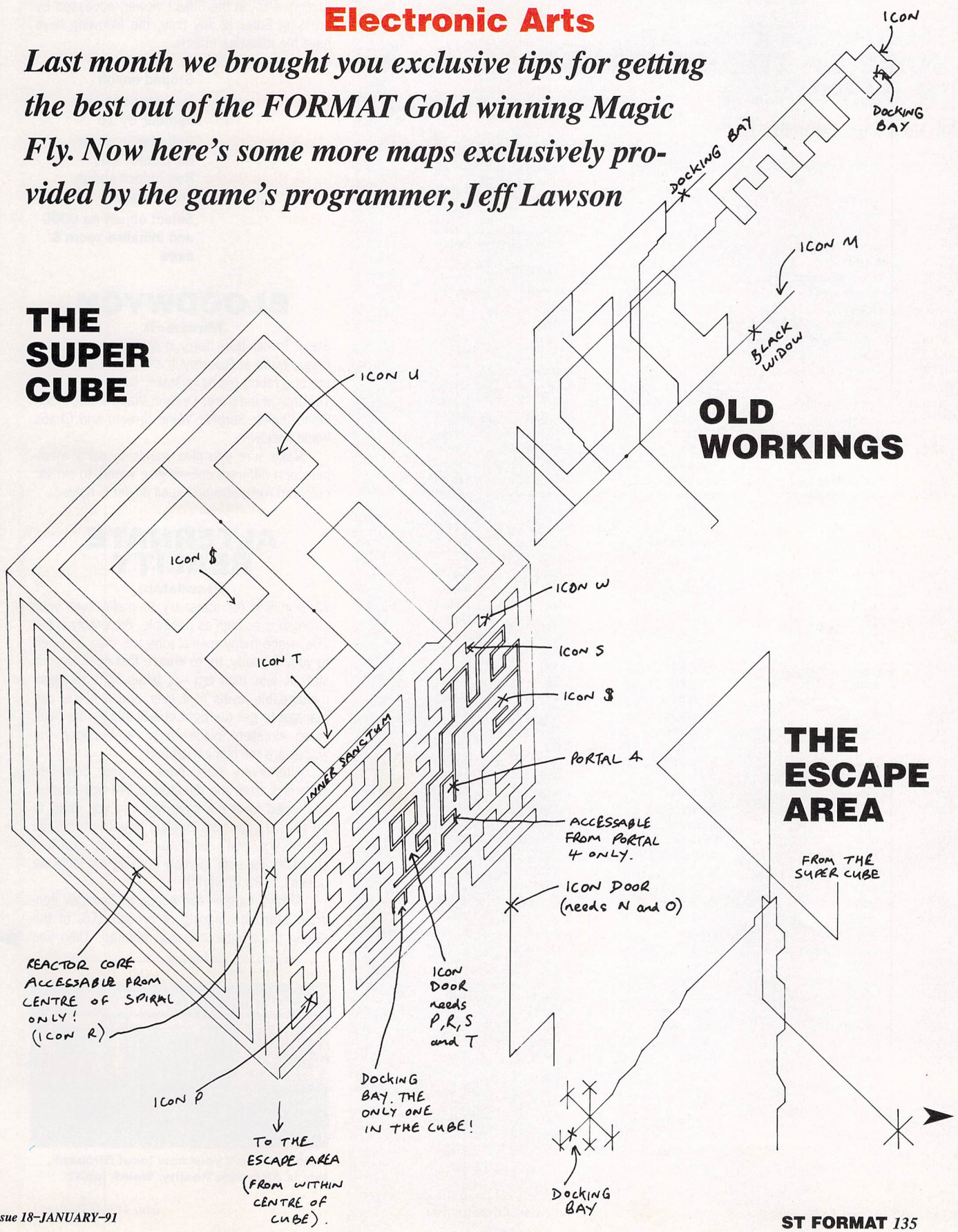
# magic fly

## Electronic Arts

***Last month we brought you exclusive tips for getting the best out of the FORMAT Gold winning Magic Fly. Now here's some more maps exclusively provided by the game's programmer, Jeff Lawson***



# DAMOCLES

## Novagen

This is a seriously enormous game and we're still receiving Gamebusters mail for it by the sackload. If you're still delving blindly around the Universe, try out some of these locations provided by the amazingly assiduous **Alistair Webb** of **Hants**.

### THE POSITIONS OF SOME OF THE OBJECTS IN *DAMOCLES*

**(In no particular order!)**

£50 STF PRIZE WINNER

| LOC-REF | BUILDING ETC | OBJECT(S) | ISLAND & PLANET | |
|---|---|---|---|---|
| 12:14 | Post Office HQ | A-Z Computer | C/City | Eris |
| 09:02 | Warehouse | Nova Bomb | UR City | Gaea |
| 05:02 | Research Lab | Davy J/Locker | A/Base | Perseus |
| 04:06 | Vesta H/Parliament | Targ Tourer Key | P/B City | Vesta |
| 06:05 | Hantzen Lab | Explosives | B/Isle | Eris |
| 04:06 | Vesta H/Parliament | Briefcase | P/B City | Vesta |
| 01:00 | Lloyds Group 4 | Lottery Ticket | C/N/Town | Clotho |
| 05:06 | Trading Post | Hi-Fi | C/Metro | Gaea |
| 09:07 | Space Port | Concorde 3 Key | M/Way | Mentor |
| 03:14 | Verdant Party HQ | Transporter | B/Island | Dion |
| 00:07 | Airport | Dart II | K/West | Eris |
| 07:07 | Newton Lab | Anti-Grav | K/West | Eris |
| 07:04 | Hantzen Lab | Geiger Counter | B/Isle | Eris |
| 04:03 | Trading Post | C B Rig | M/Way | Mentor |
| 05:06 | Court House | Washbasin | M/M/Base | Metis |
| 01:01 | Power Station | Fire Place | C/N/Town | Clotho |
| 02:01 | Active Marketing | Furniture | C/N/Town | Clotho |
| 06:02 | Hantzen Sales | Transporter | B/Isle | Eris |
| 06:02 | Hantzen Sales | Detonator | B/Isle | Eris |
| 02:01 | Trading Post | Blue Beacon | M/Way | Mentor |
| 04:04 | Cross Roads | Red Beacon | P/B/City | Vesta |
| 01:01 | Penn College | Bookcase | S/Base | Solon |
| 00:03 | Green House | Green H/Effect | D/East | Dion |
| 06:00 | Annies Bar | D Key | D/East | Dion |
| 02:11 | Novagen Office | Safe | B/Island | Dion |
| 04:06 | Vesta H/Parliament | Transporter | P/B City | Vesta |
| 06:06 | Gaea Bank HQ | Gold | C/Metro | Gaea |
| 01:01 | Penn College | Gold | S/Base | Solon |
| 06:02 | Hantzen Sales | 99 Chevy Key | B/Isle | Eris |
| 07:01 | Hantzens New House | 99 Chevy | UR City | Gaea |
| 07:01 | Hantzens New House | Sideboard | UR City | Gaea |
| 03:07 | Trading Post | TV Control | V/City | Eris |
| 07:01 | Hantzens New House | Transporter | UR City | Gaea |
| 11:08 | Warehouse | Transporter | C/City | Eris |
| 00:06 | Dooberrys Solicitors | Transporter | M/M/Base | Metis |
| 02:08 | Space Port | Transporter | B/Way | Bacchus |
| 04:02 | DHSS House | Transporter | L/City | Logos |
| 09:07 | Space Port | Transporter | M/Way | Mentor |
| 03:14 | Verdant Party HQ | Transporter | B/Island | Dion |
| 03:01 | Eris TV Media Link | Console | Th/Base | Theon |
| 08:08 | Trade Commission | Transporter | C/Metro | Gaea |
| 08:08 | Volcano | Explosive | V/Isle | Gaea |
| 15:12 | Lawson Bank HQ | 25 Million ECU | C/City | Eris |
| 00:10 | Post Office | Furniture | B/Island | Dion |
| 00:10 | Post Office | Fridge | B/Island | Dion |
| 02:03 | Burdock Media Link | Explosive | Th/Base | Theon |
| 09:14 | Trading Post | Acme Suit | B/Island | Dion |
| 01:01 | Tomb of Seth | Console | A/Retreat | Acheron |
| 04:01 | Pan/Hades Admin Dept | Bullet Key | P/H/L/Camp | Pan |
| 06:03 | Space Port | Bullet | Tha/B/Camp | Thalia |
| 09:02 | Playtester Stores | Anti-Grav | C/City | Eris |
| 14:13 | Authors House | Computer | B/Island | Dion |
| 09:09 | M/S of Flying | Electric Fire | C/City | Eris |
| 09:08 | State Office | Air Conditioner | C/City | Eris |
| 09:08 | State Office | Damocles File | C/City | Eris |
| 09:08 | State Office | Furniture | C/City | Eris |
| 09:08 | State Office | 9SE Key | C/City | Eris |
| 12:14 | Cross Roads | Sunshade | C/City | Eris |
| 08:14 | Trading Post | Best-Cup Key | C/City | Eris |
| 04:11 | Gum Store | King Size Spanner | C/City | Eris |
| 09:08 | Lawson Bank | Antique Clock | K/West | Eris |
| 06:06 | Gum Store | Thermal Undies | B/Isle | Eris |
| 04:05 | EKM PU S Ad Agency | Furniture | V/City | Eris |

## VOYAGER

**Ocean**

To supplement the cheat in *STF* 13 (typing **"WHEN THE SWEET SHOWERS OF APRIL FALL"** on the options screen), you can press the Delete key during play to decrease the number of enemies to destroy by ten. The language switches F3 and F4 can be used during play (how terribly useful), not just on the options screen. Also, in the object viewer, accessed by pressing Enter at any time, the following keys have the following effects:

| | |
|---|---|
| **Caps Lock** | **Ground on/off** |
| **Right Shift** | **Increment object number by 10** |
| **Up/Down Cursor** | **Roll object about horizontal axis** |
| **Left/Right Cursor** | **Roll object about vertical axis** |
| **Enter** | **Select object no 0000 and initialise zoom & axes** |

## BLOODWYCH

**Mirrorsoft**

Steve Towler from Torry in Aberdeen waved his magic wand at *Bloodwych* and pulled these tips out of a rabbit *(some mistake, surely?):*
The four wands are: Dragon Wand (red), Moon Wand (blue), Serpent Wand (green) and Chaos Wand (yellow).

Make sure you give wands to party members of a different colour: give wands to similar coloured members and spell power is halved.

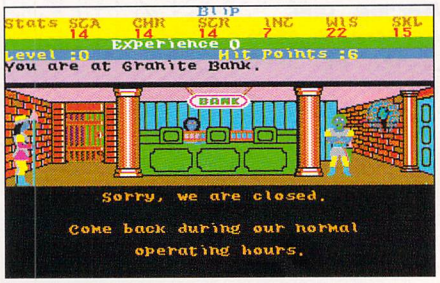
## ALTERNATE REALITY

**Grandslam**

When rolling for stats, try to make sure your strength is as high as possible, preferably in the 20s, since many menial jobs will then be open to you. Similarly, try to ensure that none of your stats is less than ten – it takes ages to reach manageable levels (if it ever does). If you can manage to get the right qualifications, the bank is an excellent place to work, because the wages are the highest around.

After every save, back up your complete save disk from the desktop. Killed adventurers are wiped from the save disk, so you need to be able to copy your backup to your main save disk if you don't want to lose that excellent character for ever. (Simply copying the save file doesn't seem to work.)

Always bargain for weapons. You can generally start the bidding at around 80% of the asking price without being rebuffed. Then you




■ **No, this isn't your new local Girobank, this is Alternate Reality. Weird, innit?**

**Continued on page 141**

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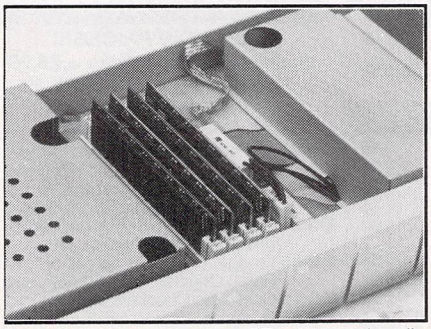

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| | |
|---|---|
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N.B. Due to the large variance in design of the Atari ST, there is a small minority of boards in existence which may require a little soldering.

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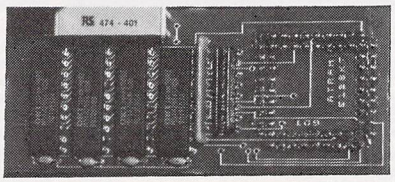

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**£429.00** Inc. VAT & delivery

**1040 STE Professional Pack with 2Mb RAM installed .. £548.00**
**1040 STE Professional Pack with 4Mb RAM installed .. £664.00**

| | |
|---|---|
| Atari Mega ST1 with SM124 monochrome monitor (1Mb RAM) | £599.00 |
| Atari Mega ST1 as above with SM124, upgraded to 2Mb RAM | £769.00 |
| Atari Mega ST1 as above with SM124, upgraded to 4Mb RAM | £879.00 |
| Atari Mega ST2 with SM124 monochrome monitor (2Mb RAM) | £849.00 |
| Atari Mega ST4 with SM124 monochrome monitor (4Mb RAM) | £1099.00 |

## ATARI ST ACCESSORIES

### MONITORS & ACCESSORIES

| | |
|---|---|
| Atari SM124 Monochrome Hi-Res Monitor | £99.00 |
| Atari SC1224 Colour Medium Res. Monitor | £269.00 |
| Philips CM8833 Colour Monitor with stereo sound, includes cable | £249.00 |
| Monitor Switch Box - for connection of both colour & mono monitors | £13.95 |
| Philips TV Tuner AV7300 for monitors with composite input | £74.95 |

### DISK DRIVES

| | |
|---|---|
| 520 STFM 1Mb internal drive upgrade kit with full instructions | £54.95 |
| 5¼" Floppy Drive 40/80 track switchable (360/720K) including PSU | £99.00 |
| Atari Megafile 30Mb Hard Disk | £439.00 |
| Atari Megafile 60Mb Hard Disk | £589.00 |

### MEMORY UPGRADES

| | |
|---|---|
| 520 STE RAM upgrade kit to 1Mb, includes 2 x 256K SIMMS modules | £40.00 |
| 520/1040 STE upgrade kit to 2Mb, inc. 2 x 1Mb SIMMS modules | £119.00 |
| 520/1040 STE upgrade kit to 4Mb, inc. 4 x 1Mb SIMMS modules | £235.00 |
| 520 STFM 1Mb RAM upgrade kit, requires soldering | £59.00 |
| 520 STFM 1Mb RAM upgrade, fitted by us | £89.00 |
| Mega ST2 RAM upgrade to 4Mb, fitted by us | £149.00 |

### VIDEO DIGITISERS

| | |
|---|---|
| Vidi-ST great value real-time video digitiser. 16 shade frame grabber, suits video, presentation and DTP applications. Includes software | £89.00 |

### EMULATORS

| | |
|---|---|
| PC-Speed Hardware PC emulator; fast and fully compatible. Uses the ST's RAM for operation. Includes software | £ 99.95 |
| AT-Speed - 80286 based PC emulator, now with EGA/VGA emulation | £199.95 |
| AT ONCE by Vortex - fast 80286 based PC emulator with software | £179.00 |
| Supercharger Hardware PC emulator: V30 processor & 1Mb RAM, MS-DOS 4.01, multi-tasking with ST. Many excellent features | £289.00 |
| Spectre GCR Macintosh emulator package. Includes Mac ROMS | £369.00 |

### MISCELLANEOUS

| | |
|---|---|
| Atari SLM605 laserprinter (needs 2Mb+) | £899.00 |
| Contriver Hi-Res Mouse package, superb value; includes pocket & mat | £22.95 |
| Naksha Mouse package (also compatible to Amiga & Amstrad PC) | £28.95 |
| TrueMouse - the nicest replacement mouse for the ST, guaranteed | £17.95 |
| STF/STFM/STE Joystick & Mouse accessibility extension adapter | £4.95 |

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| Star LC24-10 24 pin, excellent value | £215.00 |
| Star LC24-200 NEW! as LC24-10 but 200/67 cps, with bottom feed facility and push/pull tractor | £249.00 |
| Star LC24-200 Colour : as above, colour version | £289.00 |
| Star FR-10 9pin 300/76cps 16 NLQ fonts | £369.00 |
| Star FR-15 as FR-10, wide carriage | £429.00 |
| Star XB24-10 24pin; 4 SLQ, 25 LQ fonts | £429.00 |
| Star XB24-15 as XB24-10, wide carriage | £569.00 |
| Star LC15 wide carriage vers. of LC10 | £299.00 |
| Star LC24-15 wide carriage vers. of LC24-10 | £369.00 |
| Star Laserprinter 8, 8ppm/300dpi | £1329.00 |
| Star Laserprinter 8 including 'Starscript' upgrade (Postscript inc.2Mb Memory | £1599.00 |
| Olivetti DM100S 9 pin printer 200/30 cps price includes 1 year on-site warranty ! | £129.95 |
| Olivetti PG-306 laserprinter with PostScript fitted | £1749.00 |
| Epson LX400 budget 10" | £159.00 |
| Epson LQ400 10" 24pin | £229.00 |
| Panasonic KXP1180 multi-feature 9 pin | £179.00 |
| Panasonic KXP1124 24pin printer | £259.00 |
| Panasonic KXP1624 24pin wide carr. printer | £399.00 |
| NEC P2+ 192/64cps multifont 24pin printer | £239.00 |
| Hewlett Packard Laserjet III superior 300dpi laser | £1595.00 |
| Hewlett Packard Deskjet 500 (replaces Deskjet Plus) | £459.00 |

# ST SOFTWARE

## WORDPROCESSING

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| First Word Plus | £57.95 |
| 1st Mail (for 1st Word only) | £15.95 |
| Protext Version 5 | £119.95 |
| Tempus 2 | £34.95 |
| Word Perfect V4.1 | £179.00 |
| Word Writer | £37.50 |

## DATABASES

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| Base Two | £22.50 |
| Data Manager Professional | £29.95 |
| Prodata | £59.95 |
| Superbase Personal version 2 | £69.00 |

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| Accountant Plus | £209.00 |
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| Cash Trader | £86.00 |
| Financial Controller | £329.00 |
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| Personal Finance Manager | £22.95 |

## GRAPHICS

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|---|---|
| CAD 3D 1.0 | £18.95 |
| Architectural/Human/Future Design disks | £14.95 |
| Cyber Control (animator) | £29.95 |
| Cyber Paint 2.0 | £37.50 |
| Cyber Sculpt | £59.95 |
| Cyber Studio (CAD 2.0) | £37.50 |
| Cyber Texture | £37.95 |
| Degas Elite | £21.00 |
| Deluxe Paint | £45.00 |
| Easy Draw 2 | £37.50 |
| Easy Draw + Supercharger | £59.95 |
| Easy Tools (requires 1Mb RAM) | £29.95 |
| Genesis Molecular Modeller | £29.95 |
| GFA Draft Plus | £74.95 |
| GFA Draft Plus V3.13 | £110.00 |
| Migraph Draw Art Professional | £29.95 |
| Migraph Scan Art | £37.95 |
| Spectrum 512 | £22.50 |

## DESKTOP PUBLISHING

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| Desktop Publisher | £69.95 |
| Desktop Publisher Clip-art pack | £19.95 |
| Fleet Street Publisher Version 3 | £199.00 |

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| Signs and Banners | £8.95 |
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| C-Lab Notator | £475.00 |
| C-Lab Creator / Unitor | £590.00 |
| C-Lab Notator / Unitor | £765.00 |
| C-Lab X-Alyzer | £190.00 |
| Dr.T Tiger Cub | £84.95 |
| Mastertracks Junior | £99.00 |
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| Replay Professional | £110.00 |
| Steinberg Cubase | £449.00 |
| Steinberg Masterscore | £268.00 |
| Super Conductor | £37.50 |
| Track 24 | £80.00 |
| Virtuoso | £239.00 |

## PROGRAMMING

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|---|---|
| FTL Modula-2 | £55.95 |
| GFA BASIC Compiler | £22.50 |
| GFA BASIC Version 3 | £37.95 |
| GST C Compiler | £15.95 |
| Hisoft Devpac 2.09 | £44.95 |
| Hisoft Power Basic | £29.95 |
| Lattice C V5.0 | £115.00 |
| Macro Assembler | £15.95 |
| Prospero C | £99.00 |
| Prospero Pascal | £79.95 |
| STOS Game creator | £22.50 |
| STOS Maestro + (inc.Sampler Module) | £52.95 |

## GAMES AND SIMULATIONS

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|---|---|
| Battlemaster | £18.95 |
| Betrayal | £22.50 |
| Elite | £18.95 |
| F-19 Stealth Fighter | £22.50 |
| Flight Simulator II | £37.45 |
| Kick Off 2 | £18.95 |
| International Soccer Challenge | £18.95 |
| Leisure Suit Larry III | £22.00 |
| Magic Fly | £19.95 |
| MI Tank Platoon | £22.50 |
| Powermonger | £21.00 |
| Scrabble Deluxe | £19.95 |
| Simulcra | £18.95 |
| Treasure Trap | £16.95 |
| Xiphos | £17.95 |

## MISCELLANEOUS

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|---|---|
| Atari Archive (hard disk backup) | £22.00 |
| Autoroute | £127.00 |
| Epson Emulator for Atari SLM804 printer | £29.95 |
| Atari Fastcom 2 | £37.00 |
| Knife ST | £24.95 |
| LDW Spreadsheet | £119.00 |
| Logistix | £79.95 |
| Mini Office Comms | £18.50 |
| Mini Office Presentation Graphics | £18.50 |
| Mini Office Spreadsheet | £18.50 |
| NeoDesk 3 (New latest version) | £29.95 |
| Video Titler | £14.95 |

## ATARI ST BOOKS

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|---|---|---|---|
| Tricks & Tips | £14.95 | GFA BASIC advanced prg | £11.95 |
| Intro to MIDI programming | £14.95 | GFA BASIC V3 Software Development | £14.95 |
| Disk Drives - Inside & Out | £16.95 | | |
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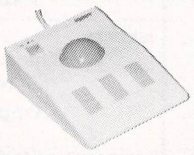

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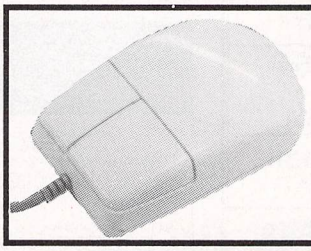

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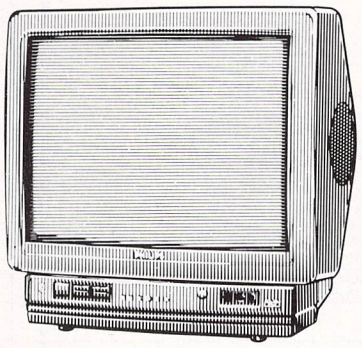

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**Star LC24-200**
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**Star XB2410**
with cable and paper
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**Citizen 120D+**
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**Philips CM8833**
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**1M Drive Internal**
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## LOW ST PRICES

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| 520 STFM Super Pack | £288.00 |
| 520 STFM Discovery pack | £259.00 |
| 520 STE 512K RAM | £345.00 |
| 520 STE +1M Ram | £365.00 |
| 520 STE +2M Ram | £415.00 |
| 520 STE +4M Ram | £525.00 |
| 1040 STE | £429.00 |

## ST SIMMS

| | Inc VAT |
|---|---|
| 0.5 Simm ram upgrade | £35.00 |
| 1-2M Simm ram upgrade | £69.00 |
| 0.5-2M Simm ram upgrade | £99.00 |
| 0.5-4M Simm ram upgrade | £195.00 |

## Accessories

| | Inc VAT |
|---|---|
| Joystick/Mouse extension | £4.60 |
| 4 Player Adaptor | £5.75 |
| ST Dust Covers | £4.60 |
| Mouse Mat | £4.95 |
| ST to ST Serial lead | £10.95 |
| ST Mono Monitor lead | £7.80 |
| ST RGB Monitor lead | £9.95 |
| STE Stereo RGB Monitor lead | £10.95 |
| ST Monitor plug to free end | £9.50 |
| ST Printer lead | £6.90 |
| Mouse Pocket | £2.95 |
| Mouse Mat (thick soft type) | £4.95 |
| Trackerball for ST | £49.00 |
| Atari mouse | £23.00 |

**Full range of joysticks £4.99 to £13.95**

## Software etc.

| | Inc VAT |
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| Source Book & Tutorial | £4.60 |
| Flight Simulator II | £29.95 |
| 1st Word Plus | £55.00 |
| Xenon 2 | £19.50 |
| P.C. Ditto | £62.00 |
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| Timeworks DTP by GST | £69.00 |
| Flexidump LC10 Colour | £28.00 |
| Fun School 2 (all versions) | £15.50 |
| Hard Driving | £15.95 |
| Chase HQ | £14.50 |

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| Tilt/Swivel Monitor Stand | £15.95 |
| Star LC10 Sheet Feeder | £59.00 |
| Star LC2410 Sheet Feeder | £59.00 |
| Epson LQ400 Printer | £227.00 |
| SLM804 Drum Unit | £169.00 |
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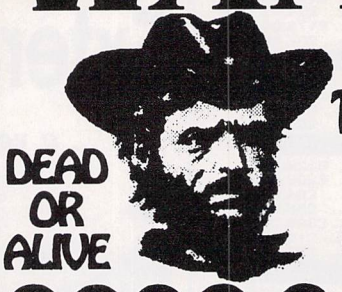


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| EPSON LX400 9Pin | £179.95 |
| EPSON LQ-550 24Pin | £348.00 |
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| Naksha Mouse | £32.75 |
| Mousemat | £4.50 |
| 100 Capacity Lockable Disk Box | £7.50 |
| 10×3.5 DSDD Blank Disks + Labels | £5.50 |
| 10×3.5 DSDD Sony Disks + Labels | £8.50 |
| 3.5" Drive Head Cleaning Kit | £2.75 |
| Disk Labels 2p EACH or £15.00 per 1000 | |

**UPGRADES**

| | |
|---|---|
| 1/2 Meg extra Ram for 520STFM (Increases 520 to 1040) | £115.00 |
| 1/2 Meg extra for 520ST-E (Increases 520 to 1040) | £105.00 |
| 1.5 Meg extra Ram for 520ST-E (Increases 520 to 2 Meg Ram) | £248.00 |
| Turbo 16Mhz Accelerator (Increases speed of ST from 8-16Mhz) | £258.00 |
| External Drive | £59.95 |

**BOOKS**

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|---|---|
| 1001 Things to do with the ST | £14.90 |
| ST 3D Graphics programming | £18.50 |
| ST Basic Training Guide | £14.90 |
| ST Explored | £8.90 |
| ST Machine Language | £16.90 |
| Kids & the Atari ST | £14.90 |
| ST Basic Source Book & Tutorial | £12.90 |
| ST Basic to C | £14.90 |
| The ST for beginners | £14.90 |
| Tricks & Tips on the ST | £16.90 |
| Using ST Basic | £12.50 |

**ART & GRAPHICS**

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|---|---|
| Art Library 1 | £9.90 |
| Creator | £18.50 |
| Cyber Control | £36.90 |
| Cyber Paint V1.0 | £34.90 |
| Cyber Paint V2.0 | £43.90 |
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| Hyper Paint | £22.90 |
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can simply increase your offer by one copper each time until it's accepted.

If you get work in the tavern, check the menu before leaving, then go straight back in and check again – it will have changed.

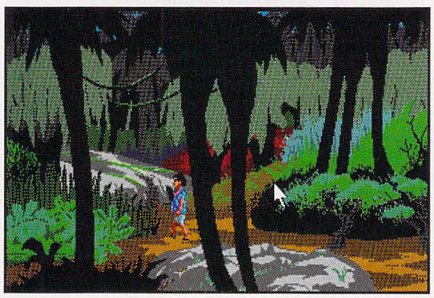
Try to keep a stock of around ten units each of food and water whenever you're exploring distant parts. It won't help you find your way through the level, but at least you'll have sustenance if you get hopelessly lost!

## LEISURE SUIT LARRY 2

**Sierra**

After last month's *Leisure Suit Larry 3* tip, here comes some selected advice from the complete *Leisure Suit Larry 2* solution provided by Martin Rodgers of Glasgow.

Take the flower from the jungle.



■ **Larry goes looking for lurve in the wild**

Give the flower to the KGB man on the right in front of the airport but don't get too close.

Put your suit back on quickly once you've managed to negotiate the cliffs near the airport.

Don't eat the airport food (as if you *could* eat airport food!) but search it for a bobby pin.

Pick the plane door's lock with the pin.

Open your parachute while falling. (After you land is a just a wee bit late.)

Take the stick found in the first jungle location.

When near the killer bees type CRAWL to get under the bush.

Use the stick on the snake while he's putting the squeeze on you.

## INGRID'S BACK

**Level 9**

To cross the broken bridge, drive from the top of the hill.

The hermit won't sign in your presence.

The short ladder helps you into Tack's farm.

Can't get the plans? Ask Flopsy to do it for you.

To stop the steamroller, think about Arthur Dent (and don't forget where your towel is).

To get rid of Amble, try trapping him in the lower warren.

Sweet-talk Bane to remove him.

Chugg can be dealt with by getting him drunker.

## LEISURE SUIT LARRY 2

**Sierra**

Use the knife if you're tangled in the parachute.

If the bees cause problems, think low.

The snake's a bit of a sticky situation.

Want to cross the river? Swing from vine to vine, but rudely interrupt the program in mid-swing. Also grab a vine before leaving: it comes in handy in a cold and slippery situation.

| LOC-REF | BUILDING ETC | OBJECT(S) | ISLAND & PLANET | |
|---|---|---|---|---|
| 04:01 | Eris TV Studios | Video Player | V/City | Eris |
| 04:01 | Eris TV Studios | Television | V/City | Eris |
| 06:04 | Hathaways Wine Bar | Bottle | S/Isle | Eris |
| 06:04 | Hathways Wine Bar | Furniture | S/Isle | Eris |
| 15:12 | Lawson Bank HQ | F Key | C/City | Eris |
| 01:04 | Trading Post | Hammer | D/North | Dion |
| 02:02 | Gum Store | Washing M/chine | B/Island | Dion |
| 09:00 | Gum Store | Towel & Bath | B/Island | Dion |
| 03:07 | Gum Store | Cash Register | P/B/City | Vesta |
| 01:03 | Gum Store | C Key | M/M/Base | Metis |
| 01:03 | Gum Store | Shower | UR City | Gaea |
| 01:02 | Industrial Co-op 1 | Explosive | UR City | Gaea |
| 05:02 | Industrial Co-op 2 | Explosive | UR City | Gaea |
| 09:03 | Trading Post | Cooker | UR City | Gaea |
| 06:05 | Gum Store | Cornflakes | C/N/Town | Clotho |
| 02:02 | IDI Palace of Fun | Amplifier | IDI/Cent | Cyclope |
| 05:05 | Musuem | Guide | C/Museum | Cronus |
| 01:02 | Gum Store | Fish Tank | B/Way | Bacchus |
| 01:03 | Casino | Phone Message | B/Way | Bacchus |
| 08:08 | Trade Commission | 22 CV Key | C/Metro | Gaea |
| 01:01 | Gum Store | Shopping Bag | A/Way | Atropos |
| 04:02 | DHSS House | Photocopier | L/City | Logos |
| 07:01 | Hantzens New House | Fax Machine | UR City | Gaea |
| 03:00 | Post Office | Note Pad | S/Isle | Eris |
| 03:00 | Post Office | Storage Boxes | S/Isle | Eris |
| 05:06 | Court House | Phone Message | M/M/Base | Metis |
| 09:02 | Warehouse | Piano | UR City | Gaea |
| 02:11 | Novagen Office | Bin | B/Island | Dion |
| 02:11 | Novagen Office | Answerphone | B/Island | Dion |
| 02:01 | Active Marketing | Glasses | C/N/Town | Clotho |
| 02:01 | Active Marketing | Table Lamp | C/N/Town | Clotho |
| 02:01 | Station | Red Herring | T/Base | Icarus |
| 09:08 | Lawson Bank | Furniture | K/West | Eris |
| 06:05 | Trading Post | Sextant | M/Way | Mentor |
| 05:04 | Trading Post | Welsh Dresser | M/Way | Mentor |
| 00:05 | Windmill | Explosive | D/North | Dion |
| 04:04 | Marillion Apts | Kitchen Sink | C/Metro | Gaea |
| 04:04 | Marillion Apts | Cooker | C/Metro | Gaea |
| 04:04 | Marillion Apts | Wall Clock | C/Metro | Gaea |
| 04:04 | Marillion Apts | Wardrobe | C/Metro | Gaea |
| 04:06 | Emergency Facility | Life Support | A/Base | Perseus |
| 04:01 | Emergency Facility | Life Support | A/Base | Perseus |
| 04:01 | Emergency Facility | Bed | A/Base | Perseus |
| 04:06 | Emergency Facility | Bed | A/Base | Perseus |
| 02:01 | House | Furniture | C/City | Eris |
| 00:06 | Dooberrys Solicitors | Filofax | M/M/Base | Metis |
| 00:06 | Dooberrys Solicitors | Furniture | M/M/Base | Metis |
| 05:02 | Industrial Co-op 2 | Furniture | UR City | Gaea |
| 04:06 | Vesta H/Parliament | Scroll | P/B/City | Vesta |
| 04:06 | Vesta H/Parliament | Furniture | P/B/City | Vesta |
| 03:04 | Trading Post | Fridge | S/Isle | Eris |
| 06:00 | Annies Bar | Furniture | D/North | Dion |
| 06:00 | Annies Bar | Furniture | D/East | Dion |
| 07:08 | Space Port | Intestell/Ship | C/City | Eris |
| 07:08 | Space Port | Limo Key | C/City | Eris |
| 07:08 | Space Port | Limo | C/City | Eris |
| 08:14 | Trading Post | Best Cup & Saucer | C/City | Eris |
| 06:06 | Gaea Bank HQ | Receipt | C/Metro | Gaea |
| 06:06 | Gaea Bank HQ | Furniture | C/Metro | Gaea |
| 01:01 | Cross Roads | Black Beacon | T/Base | Icarus |
| 03:14 | Verdant Party HQ | Targ Tourer | B/Island | Dion |
| 08:08 | Trade Commission | 22 CV | C/Metro | Gaea |
| 02:08 | Space Port | Concorde 3 | B/Way | Baccus |
| 14:13 | Authors House | Furniture | B/Island | Dion |
| 02:11 | Novagen Office | Filing Cabinet | B/Island | Dion |
| 06:03 | Charlenes Disco | Gettoblaster | L/City | Logos |
| 09:09 | M/S of Flying | 9SE Spaceship | C/City | Eris |

## SOME USEFUL INFORMATION

**Some Bases and Buildings are hidden from you. To find these you must be carrying the Red and Blue Beacon Detectors. These are found at the following locations:**

**Red Beacon:** Found on Vesta at Loc-ref 4:04

**Blue Beacon:** Found on Mentor price 100,000 ECU's at Loc-ref 2:01

## KEY

**Any items referred to as "Furniture" are objects such as tables, chairs, beds etc.**

**Some objects I have not mentioned are Black Beacons, found on most planets. The term "Objects" is used to describe anything that can be picked up in the game.**

**This is a list of just *some* of the objects in the game, and you should always remember that! But many of these are important and interesting – not to mention weird!**

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■ **If this looks familiar, that's because it's *Deja vu 2*. Seen it all before, again...**

## DEJA VU 2

**Mindscape**

It's worth your while picking up one of the cigar rings dropped by the thug.
Show addresses to the cabbie, since he can't hear you.
To make time pass, double-click on objects.

## TRINITY

**Infocom**

Wind blowing the wrong way? Feed the birds.
Grass being unfriendly? Ride over it.
Can't open the doors? Transfer the movable part of the sundial.
Dying in space? Climb into the bubble blower's dish for a while.
Can't cross the river? Make a thorough search of the corpse.
Dropping sensation over Japan? Use a parachute and a bird.
Can't cross the chasm? Chop the tree down.
Can't catch the lizard? Try trapping it between two light places.
Can't catch the lemming? Use the cage.

## POLICE QUEST 2

**Sierra**

Can't shoot straight? Take your gun to the range and sort it out.
Not allowed to drive? You'll need the certificate from your wallet.
Need a phone number? Try ringing Directory Enquiries on "0."
Need Colby's number? Try the motel room sink.
Can't stop the mugger? Try calling Keith for assistance.

## SORCEROR

**Origin**

To master the glass maze: sleep before entering, then memorize Fweep several times, casting at yourself and renewing as required. Then proceed as follows: e, n, e, s, s, w, d, e, e, n, n, u, u s, e. You should now be at the hollow, but don't get too confident: the maze changes now and the return journey is totally different.

## LURKING HORROR

**Infocom**

Can't get past the maintenance man? Cut the cord with the axe, then throw wax at the man.
Can't enter the lab? Show the suicide note to the professor.
Need a bolt cutter? Show the resuscitated hand to the urchin.
Lost in the wet tunnel maze? Have the hand wear the ring.

## CHRONOQUEST

**Psygnosis**

Need a light source? Have a look in the safe.
Need a longer lasting light? Look on the mantelpiece in the chapel.

## KINGS QUEST 4

**Sierra**

Can't get the fisherman's pole? He's after something valuable.
Don't know what to do with the frog? Throw him the ball and then kiss him.
Can't escape from the whale? Tickle it with the feather.
Can't pass the ogre's dog? Toss him a bone.
What does the baby want? Try digging around at his grave.
Can't deal with Lolotte? Kill her with love.
What do I do with Pandora's box? Lock it away.

# SCAPEGHOST

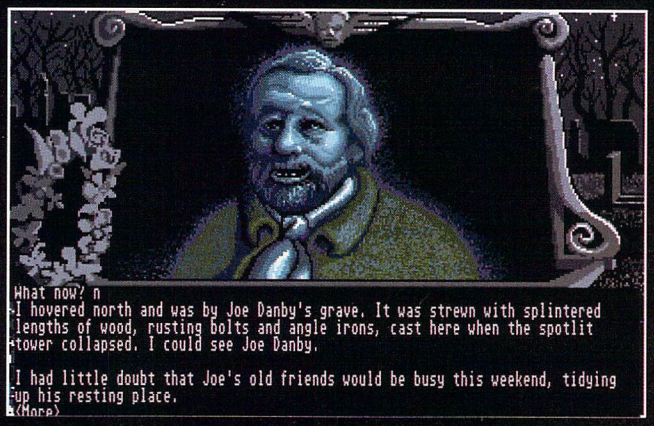
## Level 9

**Your primary difficulty with this game is lack of strength, so an early objective is to find someone or something else to give you a helping hand. Making friends with the dog is the first step, because he then mimics your actions in certain situations. Thus, you may be unable to pick up the wreath, but if you try in the presence of the dog he does it for you. How to make friends with the dog? Stroke him, of course!**

**The water needs to be frozen before you can get the map, but don't worry about bad luck if you break the mirror. You need to cut the power before entering the house. How can you manage that? Well, how about touching the connectors with something?**

**Another tricky problem is unlocking the shed door. Here you need the co-operation of four of the characters around you. Each of them needs to be instructed, then told to wait until all the others are ready.**

■ **Try picking up the wreath and a dog bites your hand off**

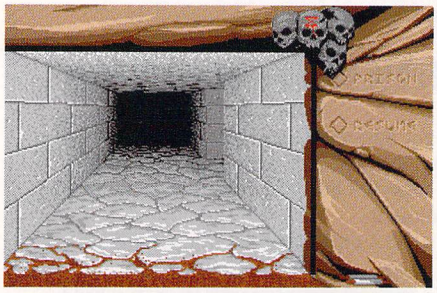



■ **Who's that ugly mug? Ooer it's Joe Danby, may he rest in peace**

## DUNGEON MASTER

**Mirrorsoft**

In the dart room on level 11, rapidly swap the sword for a falchion to fool the program. After a moment, the darts and poison clouds stop, enabling you to leave safely.



■ **The new Channel Tunnel connection promises high-speed links between the British isles and continental Hades**

## STARCROSS

**Electronic Arts**

Can't open the red dock door? Think of the fourth planet.

What can you do with the spider? Try giving it something to read.

Can't fix the computer? Try the ceramic square.

Can't find the pink rod? You could do worse than float east from the yellow dock.

Where is the clear rod? Try the observatory.

## LANCELOT

**Mindscape**

Can't escape the Castle Chariot? Give the wine to the maiden and see what develops.

Can't defeat the magical knight? Forget all that chivalry rubbish: just don't let him recover.

Can't enter the marsh? Give the horn to someone else, then tell him to go south and blow it.

No points for rescuing Edgar? Did you leave someone behind?

Getting attacked in Guenever's room? Tell her to close the door. (Obvious, really.)

Want to help the thirsty pilgrim? Give him the chalice.

Want to help the fishermen? Get the dragons together.

Can't get the key? Use sand, water and horn.

## SHADOWGATE

**Mindscape**

Can't deal with the wraith? Light the torch with two rings, then operate it on the wraith.

Can't use the rope? Say "EPOR."

Getting burnt at the bridge? Use the cold sphere on the fire.

Can't kill the girl? Use the silver arrow.

Can't find the wand? Try putting the pole in the balcony mount.

Stuck in the throne room? Operate the right panel, put the ring in the hole and then put the sceptre in the king's right hand.

## BARD'S TALE

**Electronic Arts**

To avoid having your whole party wiped out when you are killed, make up a spare character disk, then use it instead of your normal disk if a member of your party has died. By judicious disk swapping you can reform your party with the (hopefully) stronger characters from your "dead" disk while adding the "dead" characters from your main disk.

To build up money, objects and so on,simply create characters, add them to your party, rob them blind, then kill them off again. Combine this with the trick above and you can even duplicate some of the weapons and useful items gained during the game.

## DRAGON'S BREATH

**Palace**

**Those of you still struggling to boil a Dragon's egg can relax. Derek Griffiths from Faversham has some advice to help you out.**

**The first thing to do is bung an egg on full heat, but remember it costs to incubate eggs.**

**Keep a regular check on your library books. The accounts book not only records your finances but also details the whereabouts of your dragons and whether or not any are carrying part of the talisman.**

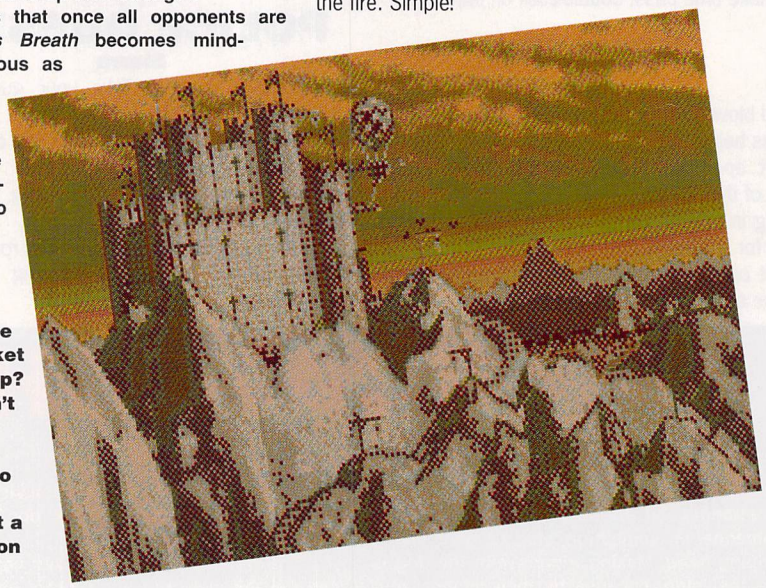
**Conquering villages provides income. Begin on those with smaller populations and low industry rating. Wherever possible, conquer and keep villages to produce taxes. Too high a tax and the villagers revolt, unless you have a dragon there to keep an eye on them. A high tax and a dragon to quell potential rebellion is a good way to make some quick readies.**

**Avoid villages that harbour barbarians – they're apt to kill dragons.**

**Also avoid the arcade option when attacking villages. Set to automatic with low or medium zeal to conserve energy.**

**Regularly check your dragons' health. "Unwell" dragons may recuperate in their lairs. Don't send young dragons out too soon; leave them a while to build up their strength.**

**Derek adds that once all opponents are dead, *Dragon's Breath* becomes mind-numbingly tedious as you attempt to locate all three parts of the talisman: there are over 300 possible locations to check out.**



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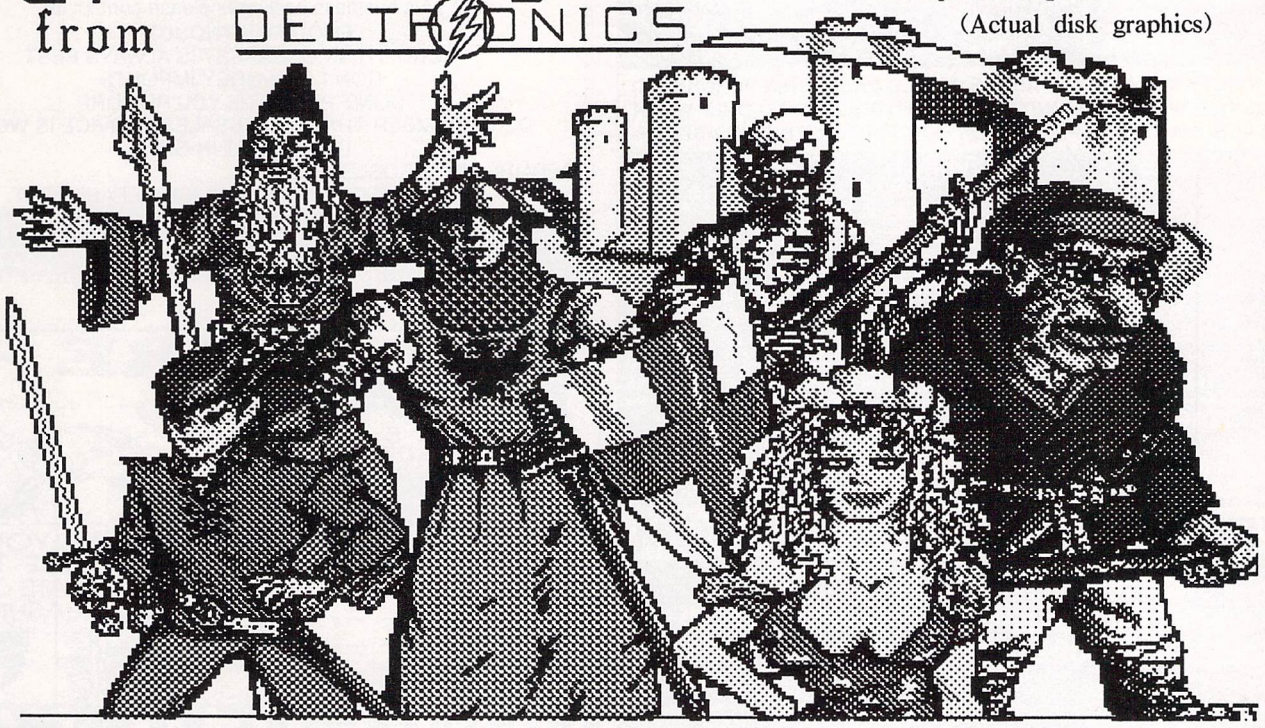

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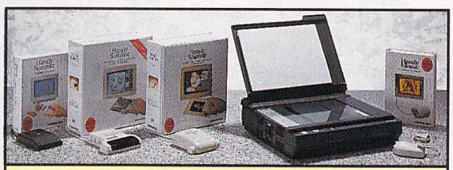
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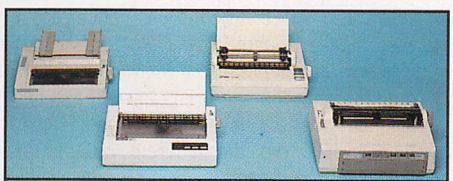
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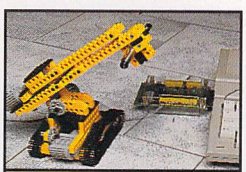
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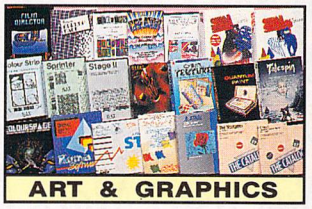
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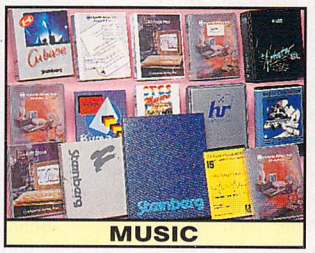
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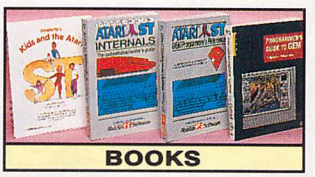
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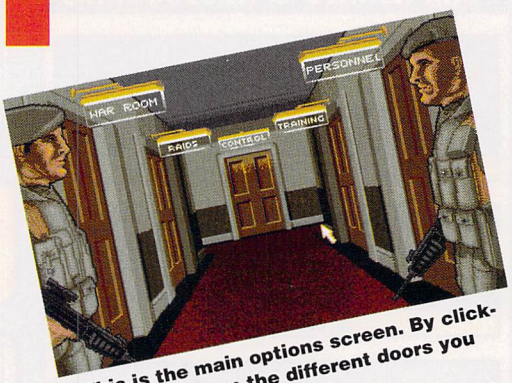
# midwinter 2: flames of freedom

***When Christmas is over and the avalanche of big games is out of the way, what are you left with? The usual mediocre Spring releases? Not this year! Mark Higham previews one likely gem***




■ **This is the main options screen. By clicking the mouse on the different doors you select what you want to do**

**RAIDS – Enables you to play missions individually without having to make any plans to complete a full campaign**

**TRAINING – Test your strategies or try out different methods of transport to improve your ability at controlling them. There are 22 methods of travel in *MidWinter 2*, as opposed to just four in the original *MidWinter*, ranging from tanks and jeeps to jet-skis, a biplane and even a zeppelin**

**WAR ROOM – Enables you to format a disk and create your own campaign disk**

Write one great film, book or computer game, and in today's culture it's almost obligatory to go away and write a sequel a few months later. The original *MidWinter* was such a critical and commercial success that a follow-up was simply inevitable.

Producing a successful follow-up involves isolating what it was that made the original a hit and pinpointing the problems. Programming team Maelstrom decided their main concern was to come up with a game with an exciting strategy element to it. It took between nine and ten hours to complete a game of *MidWinter*, and Maelstrom head honcho Mike Singleton wanted to come up with some way of making *MidWinter 2* more complex for those who love lengthy games while at the same time including some option whereby less patient gamesters could play and complete the game in as little as half an hour.

The solution to this problem wasn't as onerous as it might sound. *MidWinter* was set on a single island but *Flames of Freedom* has been spread out across several. Each island has a specific objective to be solved but at the same time they're all part of a much more challenging overall objective. "*MidWinter* took too long for one mission to be completed," explains Mike; "this time round it's more like a serial with islands taken either individually or as part of a bigger theme."

There are 41 islands altogether in *Flames of Freedom*. Some take just half an hour to solve while others may demand as much as two hours of gruelling gameplay. It should take an exhausting 20 hours, Mike estimates, to complete an entire game.

***"It should take an exhausting 20 hours to complete an entire game of Flames of Freedom"***

Back in March, when it was conceived, it was called simply *Wildfire*. Now *Flames of Freedom* is set a few decades on from *MidWinter*. A thaw has set in, causing the sea levels to rise, and new volcanic land masses have been formed. These land masses make up the different islands, around which the game action is concentrated. Your home base is the island of Agora, while the enemy occupies another land mass called Dakar on the opposite end of the map. All the islands which are not

■ **The Maelstrom team, usually behind the scenes, step out from the background for a change and stand in front of a gigantic map of the *Flames of Freedom* playing area. (From left to right) Val Franco (programmer), Dave Gautrey (programmer), Hugh "The Boss" Batterbury, Andy Elkerton (artist), Mike Singleton (head programmer and games designer), Dave Ollman (senior programmer), Bruce "Gofer" Butterfield (general assistant) and Stuart Flint (work experience)**

# CODENAME: OPERATION SQUIRREL

**Call up mission map**

**Mission Objectives**
What you must do to succeed at the island

**Study your status**

**Transport**
Shows the method of transport you start off with

**Contacts**
The people you're already in contact with before the game

**Weapons**
Indicates the weaponry you take with you – mostly hand weapons

**Knowledge**
The knowledge you start off with about the island. This ranges from the position of enemy units to spare vehicles and weapons available

**"Now listen carefully. The Reverend Green, one of our top spies, is waiting for you at the Agoran border. He's carrying forged documents to help you past the border guards. We need you to go and collect these documents then go on to the enemy headquarters. Will you take the mission, James?" "Take it, M? I'll take two!"**

*"In Flames of Freedom you have an amazing 20 vehicles, ranging from flying zeppelins and jet-skis to hovercraft and parachute"*

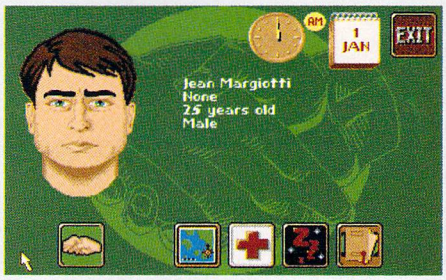
■ **The landscape is one of the few things in the sequel which bear a close resemblance to the original *MidWinter*. Since *Flames of Freedom* is set after the thaw, however, more colourful and lively landscapes are possible – like this idyllic view of cliffs, beaches, palm trees and the sea**

your own form part of the alien Sharan Empire which became prosperous after global warming. Acting for the Atlantic Federation, your task is to liberate the intervening islands.

You know that an armada is to set sail from Dakar sometime after six months have elapsed, moving through the Sharan Empire's middle ground and taking the quickest route to Agora. With each island connected to others by supply routes, you can decide which islands have the greatest strategic value and opt to seize them. The supply routes are used in the game to move from one island to another. If several islands are connected to Dakar by a single supply route then when you liberate the first island in the chain, the others automatically fall under your command. The objective is to defeat the enemy by taking crucial islands and then beating him back.

There's a special section of the game that helps you plan the route you want to take. "We felt you shouldn't need to work out a strategy using pen and paper," Mike Singleton points out, "so there's a part to the game where you can test out suggested routes to see how the enemy might respond before tackling him for real."

Although the strategy side of *MidWinter* has undergone a rather dramatic overhaul, there are still many familiar elements to *Flames of Freedom*. In *MidWinter* you had six possible forms of transport by which to move around the island, and in *Flames of Freedom* you get a similar choice – though instead of six vehicles to worry about, you have a staggering 20 at your disposal, from flying



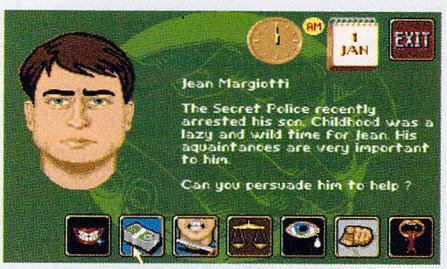

## WHAT'S IN A NAME?

Unlike *MidWinter* you don't play *Flames of Freedom* with a team but with a single character. This character is specially designed at the start of a game with selected psychology and physique levels. You can even change the appearance of your character and give him any name you choose.

The psychology levels are divided into seven categories: charm, sex appeal, bribery, threats, deception, pleading and reason. The categories are often linked to each other so that if you bump up your character's sex appeal, for instance, his reason is decreased, or you can increase his bribery skills but his deception rating suffers.

The attributes you select are carried across to the game. As you come up against problems, the method you choose to overcome them is recorded and the ratings for the different categories are adjusted. So, for example, if you're locked in prison and you regularly choose to seduce your captor then your sex appeal rating goes up but down comes your reason. When you later opt to reason your way out of trouble, you find you have a hard job succeeding. To build yourself a truly useful character you ideally need to spread your skills.

The physique levels are divided into reflex, sturdiness, endurance, determination and stamina. Sturdiness determines your rate of recovery from injury; endurance determines the rate at which you lose energy (so high ratings are imperative here) and stamina sets your muscle power.




■ **Small cameos of your character, designed during the character creation section, appear throughout the game. If you've ever had a chance to play with *Fun Face* (a demo appeared on *FORMAT* Cover Disk 2) then this section is going to stir some familiar memories. Using slider controls you decide the colour of the character's eyes and skin, different eye, nose and mouth types and even the shape of his face. In no time you can come up with a replica of Scott of the Antarctic or, if you like, a doubting Inspector Clouseau**

zeppelins and jet-skis to a hovercraft and parachute. In *MidWinter* you could never see vehicles; to pick them up you visited a room and the transport would be inside. Thankfully the situation is far more realistic in *Flames of Freedom:* vehicles are represented as true 3D objects which can be spotted during your travels.

With these routines now available, other additions have made it into *Flames of Freedom.* For example, people are also represented as true 3D shapes, and land features such as palm trees and beaches have been made possible.

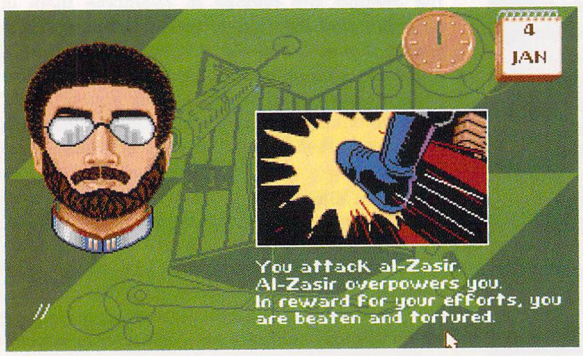
*MidWinter,* played properly, was very much a team effort: the bigger the team you managed to accumulate, the faster you could move round the island. In *Flames of Freedom* it's a completely different situation. Here, you carry out the missions using a single character – though you can find other characters in the game and ask them to wander off and carry out a mission for you. On some missions you must find people specifically for this purpose.

*"But Flames of Freedom isn't just MidWinter with melted snow. The game has undergone such a drastic overhaul that it may as well be completely unrelated to its predecessor"*

There are six mission types available, and these make up the action side of the game. You may need to rescue people, assassinate enemies, blow up buildings, enlist help from other characters, ambush an enemy unit or seize vital documents. As with *MidWinter,* when you meet characters in the game they don't always want to join you and often need to be persuaded. There are some key individuals in the game who are able to carry out some of these missions for you but they help you only if you first carry out a task for them. Other characters, by contrast, may be keen to join you but they turn out to be spies and you end up in jail.

The character side of the game has undergone some pretty sweeping changes since the original *MidWinter.* Small animated cartoon strip style sequences accompany most of the interaction between people. For example, if you choose to bribe your way out of prison and your captor refuses to accept money then an animated sequence shows you having your head kicked in – lots of fun, that is.

*Flames of Freedom* isn't just *MidWinter* with melted snow. The game has undergone such a drastic overhaul that it might as well be completely unrelated to its predecessor. With animated sequences, a brand new strategy element, fractal generated maps, character creation routines and hosts of lively intermediary graphics, *Flames* makes you start to wonder whether *MidWinter* was really as great as you thought it was. ***stf***



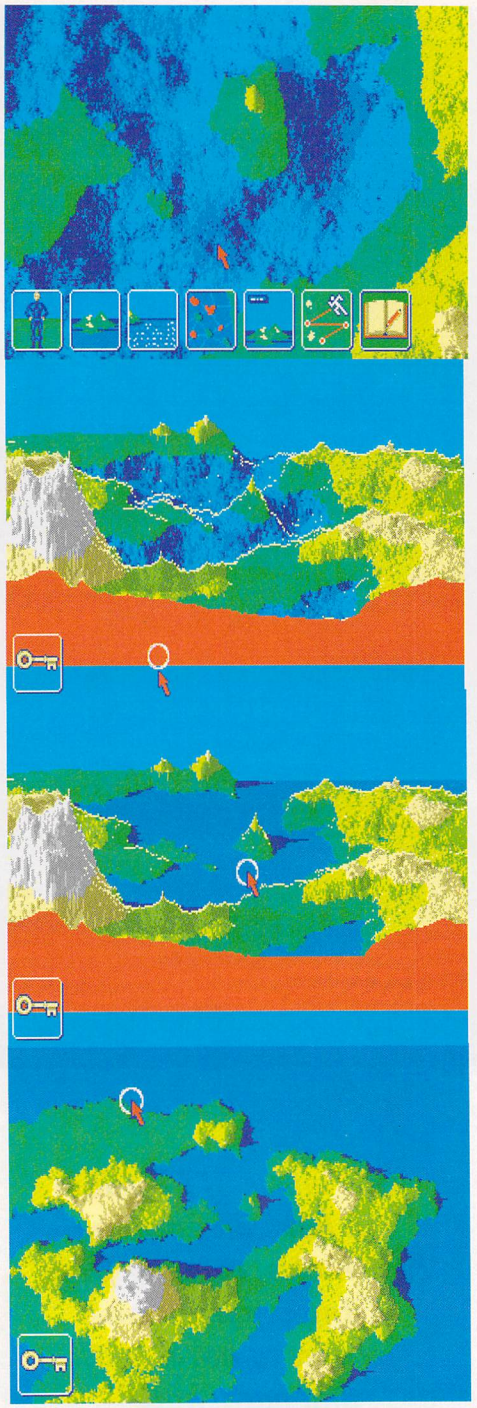

■ **Cartoon sequences add continuity to the action. Here, you're battered black and blue by a prison guard who doubles as a football hooligan on Saturdays**

## EIGHT DISKS TO FREEDOM

**It's official: so few of you now own an ST with single-sided drive that games publishers are abandoning the idea of producing single-sided games. *Flames of Freedom* will come on three double-sided disks – a main program disk, a mission disk and a graphics disk (which stays in the drive throughout the action). Microprose intend to offer single-sided versions of the game to anyone who specially needs them, but double-sided versions are the only ones to make it into the shops.**

**If you intend playing an entire campaign, you need a fourth disk just to save your position. So much space is used to store the data relating to the campaign that owners of single-sided STs need a fifth disk.**

**The good news is that you can take backups of the main game disks so there's no need to play with the main game disks (and risk corrupting them). The bad news is that, like *MidWinter, Flames of Freedom* is going to be selling for the staggering but increasingly common sum of £30.**



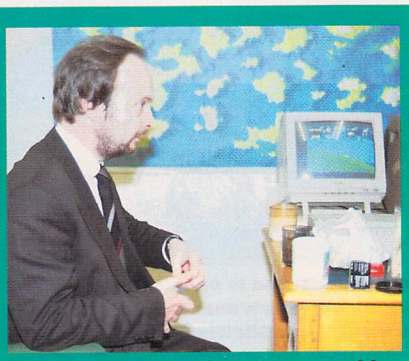
■ **A new fractal landscape generating routine has made it into *Flames of Freedom* so you can see effective representations of the hills and valleys confronting you**

## THE ROCKY ROAD TO SUCCESS

**When *MidWinter* was written, the strategy side of the game caused some frustrating and time-consuming problems. The routines controlling the movement of the enemy units had to be completely re-written. At first they'd all advance to a certain point and then refuse to progress any further. When this was resolved, they moved too fast and hurtled across the island like bionic ants. The companion mode also delayed the release of the game: deciding when characters should go with you and when they shouldn't didn't always run according to plan.**

**Although these difficulties have been resolved, no one's pretending that others won't be encountered. When *FORMAT* went to see *Flames of Freedom* you could fly straight through cliffs and an early warning radar system refused to work properly.**

**It was delays like these which held up the release of the original *MidWinter* until Spring 1990. *Flames of Freedom* was originally supposed to come out before Christmas but is now delayed until March/April 1991. According to Hugh "Main Man" Batterbury, however, this delay has nothing to do with programming difficulties; instead, he says, it's because "after Christmas people have bought their computers and they're looking for a quality game. *MidWinter 2* is it." Ahem! Yes, Hugh.**



■ **Hugh Batterbury, in between making suggestions on improving *MidWinter* 2**

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# win every Ocean game for five years!

***"Other Ministers bring me problems," Mrs T said; "ST FORMAT bring me bloody good competitions." How right she is, in a real sense***

What's wrong with your ST? I'll tell you what's wrong with your ST: what's wrong with your ST is the enormous great pile of amazingly good games available for it. You've read all about the year's 50 greatest (on page 34 – do pay attention!), and no doubt you're wondering how you could possibly afford to buy as many of them as you'd like.

And the answer is, of course, you can't. But what you can do instead is enter the great *ST FORMAT*/Ocean software giveaway.

## HERE'S THAT OCEAN QUESTION

**How many games do you reckon Ocean published for the ST in 1990?**

**Was it,**

**1) Er, about seven?**

**2) Um, six? Four? Eight? Three?**

**Or was it, by any chance,**

**3) As many as 22?**

Take a good look at the amazing collection of Ocean games illustrated on this page. Pick the ten you'd most like to win.

Then another ten. Then another ten. Then pick the rest. Because one lucky sonofabitch out there is on the brink of winning every single one of these games – well over £600's worth! What You See, as we computer people are fond of saying from time to time, is indeed in every sense of the phrase What You Get.

Er, up to a point. For, in a fit of festive generosity unheard of since the Three Wise Men and that business with the shepherds, Ocean are also offering that same lucky winner *every ST game they produce for the next five years!*

Yes, as Ben Elton would no doubt put it were he alive and here today, indeed ladies and gentlemen: you could win every Ocean game from now (well, when we publish the winner's name in our April issue) until 1996. And when you bear in mind that, by the last day of 1990, Ocean plan to have produced no less than 22 games for the ST, you can see what a good thing you're onto.

There's no way we can know for definite how many that might total, of course, but even if Ocean produce just one ST game a month, that's still something well over £1,000's worth of software – on top of the aforementioned already released titles, of course.

To win, all you have to do is a) answer the traditionally non-brain-taxing ST FORMAT-type question, b) put down the answer on a postcard or the back of an envelope, c) send it to That Humungous Ocean Competition, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW and, last but not first, d) be lucky. ***stf***

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**1. Neither whomsoever and notwithstanding as hereinafter, employees of Future Publishing and Ocean Software and their relatives are not eligible, nor are they permitted to enter.**
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**3. This competition closes at the end of January 1991.**
**4. The judge's decision is final, irrevocable, and incontestable.**
**5. Another pompous bit of pseudo-legalese jargon intended to make this sound like a really serious competition, hereinbefore.**

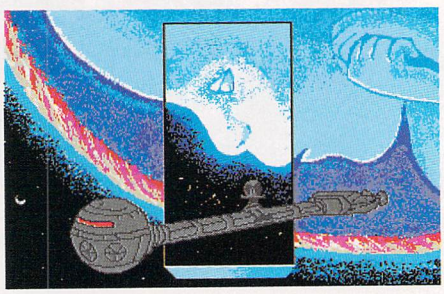
# the kandy koloured tangerine flake streamlined picture show

***Stippling? Where's the point? Aquatints? Don't talk wet! Renaissance? Seen it all before! Our critic Neil Jackson sorts the pseuds from the dudes in this month's art attack***

Each month, the *ST FORMAT* graphic guys and design dolls go on strike. What's left is the two pages of white space that *you* have to fill. Searching through a mailbag that's larger than Pavarotti's vest *(what did he paint, then? – Ed)*, we pull out the best of your scribbles and paste them up here for all the world to see.

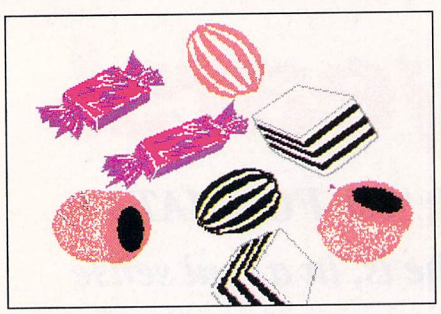
Because we're glad to have you working your art out, we're even prepared to come up with some dosh for the best bits. There's a prize of £25 each and every month for the ST artist who can make our designers say "OK yah! That's like, toootally amaaazing!" more than once in three minutes. Reckon you can out-draw the rest? Fancy yourself as the Clint Eastwood of the mousers? Then get your favourite art-ware loaded up and pour on the paint for *FORMAT*.

Just for the record, we can't send back any of your entries – but rest assured that we do look at each and every picture, animation or printout you send us, before we pass them on to the British Academy of Arts and Radical Fellows (BAARF). If you want to make us sit up and take notice of *your* masterpiece, then include lots of mind-blowing details on how you made the picture, specify what package you used and give us all your top secret tips. And remember to put your name and address on the disk itself, just in case we lo–... er, misplace the paperwork. Then send it all off to The Gallery, *ST FORMAT*, 30 Monmouth St, Bath, Avon BA1 2BW, and wait for international stardom. ***stf***

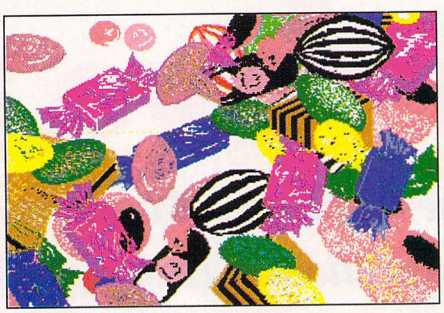


■ Steve Beach from Birmingham uses *HyperPaint* for freehand drawings like this one of the Monolith from *2010*. Steve didn't include any details of how he did it (tsk), but it *is* Christmas!

■ ***HyperPaint* is £24.99 from Silica Shop ☎ 081 309 1111**



■ This mouthwatering montage is the work of **the mysteriously Christian-nameless M Richardson** from Chelmsford and it's another *Degas Elite* creation. He drew a few toffees to begin with, using the freehand draw mode.

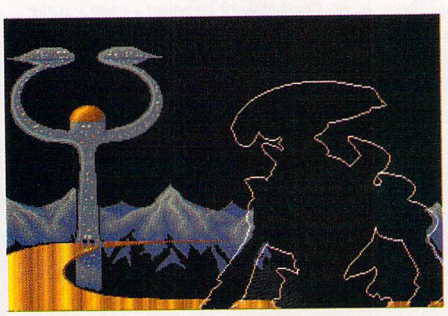


More toffees and allsorts are added using the Copy Block function, occasionally rotating, stretching and skewing the copies to give them perspective and add variety.

In the finished picture, some of the original sweets are totally obscured by later copies. But Mr Richardson says it was still fun, and that's prob'ly the most important part of *any* drawing!

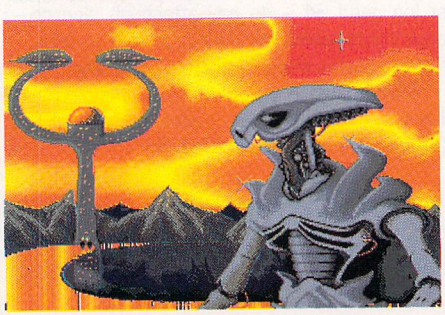
■ ***Degas Elite* is £24.95 from Electronic Arts ☎ 0753 49442**

■ **Darren Mably** from Redruth used two separate art packages to create this alien moonscape. His favourite is *NeoChrome* because it's so simple to use. The second is *Spectrum 512*, which enables you to have up to 512 colours on screen at once, but with the drawback that it's a little confusing to operate.



The alien and the background are created individually on *NeoChrome* using different palettes and are merged together in *Spectrum* to produce the finished picture.

Any alterations to colour or detail are done using the Edit Colour function, and the smoothing of lines and edges is done with Anti-Alias.



The end result uses more than the standard 16 colours and (when viewed from *Spectrum)* has a much softer feel than ordinary images.

■ ***NeoChrome*, a PD program, is part of the *ST FORMAT* Graphics Collection – see mail order pages. *Spectrum 512* is £29.95 from Silica Shop ☎ 081 309 1111**

■ **James Drury** from Abingdon uses *Paintworks* to help him make his masterpieces. He begins by using the connected line function to create the basic outline and starts working on the face and eyes.

Still using the continuous line, James sketches the entire outline for the remainder of his appropriately seasonal figure.

Next he adds basic colour in the gaps using the fill function and works on some of the shading around the bag and hands.

Detail is added to the buckles, bag and belt using the magnification window. This is followed by touching-up the shading around the top of the flask poking out of the bag, to give it the right texture and gloss.

The beard and jacket cuffs get the fluff treatment in standard draw mode, using short strokes to give the impression of fibres and hairs.

To finish off, the image is placed on top of a background prepared on another screen.

■ ***Paintworks* is £24.95 from Activision ☎ 0734 311666)**

■ **Peter Halloran** from Weymouth produced Pinhead out of *Hellraiser* (that well-known Christmas family favourite) using nothing but *Degas Elite* and a good deal of skill. His first move is to choose a palette that gives him enough blue shades for what he wants.

After working on the basic outline using the K-Line function and determining the general shape of the head, he starts adding detail to the wires that cross Pinhead's face.

The mouth comes next, using factor five magnification to really get in close and sort out the highlights and shades.

Next is the nose, where the highlights converge around the cheeks. This takes several attempts to get right, so backing up his previous efforts saves Peter a good deal of time and frustration.

The last parts of the face to get drawn are the eyes. Peter does it this way so he can judge the size more accurately.

Finally, Pinhead is given a second ear and his collar. The last touches are the highlight details on the backlit background. ***stf***

## TOP TEN TOUCH-UPS: OUR CHOICE OF ST ART PACKAGES

1. *Degas Elite* – Tried and true, still slogging away despite its new big brother *DPaint* (£24.95 Electronic Arts ☎ 0753 49442)
2. *NeoChrome* – PD supremo, loved by many for its simplicity (part of the *ST FORMAT* Graphics Collection – see mail order pages)
3. *DeluxePaint* – from the *Degas* stable, winning friends daily (£59.99 Electronic Arts)
4. *CyberPaint* – Animation and effects in one bundle (£49.95 Silica Shop ☎ 081 309 1111)
5. *Spectrum 512* – More colours than most, but difficult to use (£29.95 Silica Shop)
6. *HyperPaint* – Atari's own art package, still used by the diehards! (£24.99 Silica Shop)
7. *Quantum Paint* – Powerful; 4096 colours on screen at once (£24.95 Silica Shop)
8. *Canvas* – Excellent; created by an artist, for artists (£14.95 Microdeal ☎ 0726 68020)
9. *Art Director* – Mirrorsoft's old art package still has many useful features (£49.95 Mirrorsoft ☎ 071 928 1454)
10. *Paintworks* – Activision's paint package produces .NEO format files (£24.95 Activision ☎ 0734 311666)

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# line noise

*After last issue's brief introduction to CompuServe, intrepid Andrew Hutchinson explores its AtariNet*

CompuServe is the largest personal computer network in the world. After our preliminary stroll around its various sections or "forums" last issue, we now examine those that are of particular interest to an ST owner.

There are three forums on the AtariNet, containing a vast number of files for your ST. All tastes are catered for: games, utilities, news and views. Typically the forums get updated every day; there are so many ST users in the States that new software is always appearing.

The Productivity Forum deals with the more serious side of ST computing. Practically every public domain utility is in there, along with a few exclusive to CompuServe. One of the most interesting libraries is the applications section, with many utilities worthy of the Cover Disk.

The Arts Forum deals with recreational ST uses. Games, pictures, animations and MIDI software are covered. The pictures are of a very high quality, with a good number being digitised. If your tastes are fairly broad you can check out the R-rated section... The news and reviews library contains two on-line newsletters, *Z-Net* and *ST Report*, packed with interesting news snippets.

Probably the best forum is the Vendors' Forum. Here 17 of the largest American companies – including names like Michtron, Precision Software, Practical Solutions and Supra Corp – have their own libraries into which they place updated software, utilities and news about new products. Gadgets by Small, for example, upload utilities for their Spectre GCR.

None of these forums costs you a penny more than you already pay for subscribing to CompuServe. There are so many sections waiting to be explored that the high cost is more than outweighed by the usefulness of the network. CompuServe costs $12.50 an hour and the British gateway which connects you to the network $9.50 an hour (both of these are billed in dollars) and there's a one-time fee of £19.95 to join. For more info, call CompuServe free on ☎ 0800 289458. ***stf***

■ **Interested in CompuServe's Atari forums? On this page are details of the sub-sections available on two of them, with access numbers**

## Calling all Sysops!

**Are you a Sysop with a large caller base? If so, we want to hear from you. We'd like to increase the number of bulletin boards carrying *ST FORMAT* news, views and files. If you'd like to set up a special interest group or a conference on your board, get in touch with Andrew Hutchinson now by writing (we're old-fashioned at heart) to:**
**Line Noise, *ST FORMAT*, 30 Monmouth Street, Bath BA1 2BW**

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| 11 | Tutorials |
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| 17 | Misc. files |

## THE ATARI ARTS FORUM

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## LOG ONTO *ST FORMAT* VIA YOUR LOCAL EURONET BULLETIN BOARD

| | Bulletin Board | Number | Baud |
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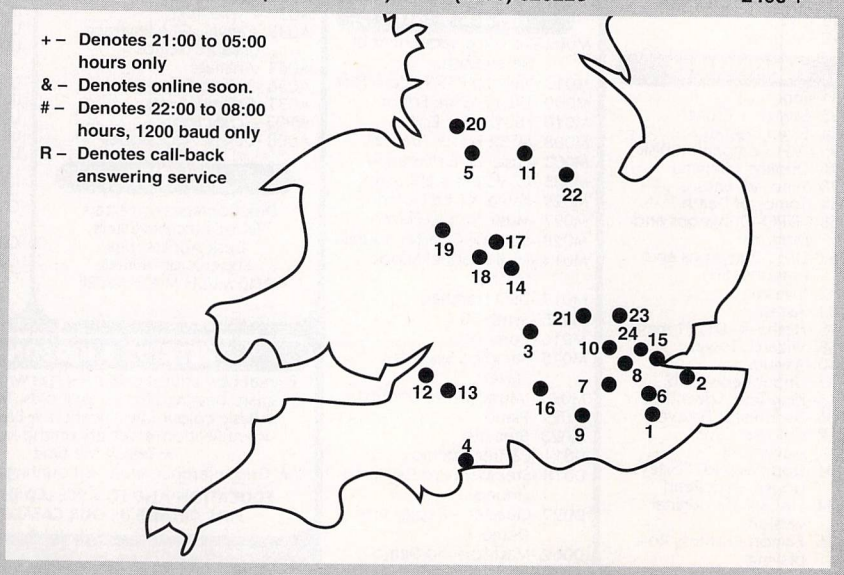

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G086 -1st Serve Tennis
G103 -Top of the Pops
G104 -Bermuda Race 2
G105 - Joke Selection
G100 -Slalom, Galactic Ranger, Widow maker
G114 -Skidpan - Racing
G116 -Chunnel - French Tutor Game
G072 -Bumper Jack
G056 -Empire Builder, Jumpster, Lost Treasure
G045 -England Team Manager
G019 -ST-Vegas
G011 -Give Us a Break
G039 -Heads and Hammers
G043 -Treasure Search
G079 -Monkeys + Balloons, Spectral Sorcery, Racing.
G070 -Space Baller, System 5
G061 -Stocks and Bonds
G071 -Rush
G081 -Money Run, Atari Wars, Wall War, Twisty
G040 -Bunny Hunt (not STE)
G018 -Floyd the Droid
G001 -Pacman, Laserchess, Windball, Royale
G002 -Strip Breakout
G020 -Lunar Lander, Spacewar
G031 -Megaroids, Star Battle, Time Bandit
G017 -Cribbage, Minigolf, Pickpocket, Quiz
G077 -Motorbike, Blackjack, Patience
G003 -Azarian, Bridge, Baller
G007 -Cubemaze
G027 -Backgammon, Yahtzee, Stone Age Deluxe
G033 -Cube World
G042 -Rebus, Blockade
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G058 -Dungeon Master Levels
G059 -Horoscope
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G069 -Upstart
G082 -Yahtzy
G083 -Companion
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G109 -Fruit Machine Simulator
G110 -Company (not STE)
G111 -Masterbreak, Battleships, Escape
G112 -Slider
G099 -Addiction

### ADVENTURES

G087 -Tark
G085 -Snatch + Crunch
G084 -Elven Crystals
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G096 -Dudleys Dilemma
G078 -Time Adventure
G054 -Tombs of Death
G055 -HERO- Dungeons and Dragons
G057 -DDST-Dungeons and Dragons (SH)
G052 -Invasion
G053 -Assassin
G075 -Nethack (DS) (1 meg)
G038 -Wizards Tower
G040 -Asylum
G037 -Under Berkwood
G015 -King Text Adventure
G006 -Darkness is Forever
G012 -Colossal Cave Adventure
G004 -Doppyworld, Coxleys House, Dark Pearl
G034 -HACK - the original version
G035 -Eamon - Fantasy Role playing

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G014 -Anduril, Runners Revenge
G021 -Pacman, Puzzle
G029 -Space Invaders, Chess, Arkanoid
G062 -Arkanoid Construction Kit
G063 -Around the World in 80 Days
G064 -El Bozo, Sherlock, Squixx, Happy 4
G067 -Pentimo
G076 -Shanghai

### EDUCATION

G09 -Spelling Made Easy
G016 -Maths Made Easy
G080 -Speller (not STE)
G022 -Kidpotato, Kids ABC, Kidsketch, Kidstory
G023 -Kidsong, Numeric Go Round, Kidpublisher, No Maze
G041 -Kidmusic, Kidpiano, Kidgraph, Kidgridz
G036 -History File (3 disks)
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G098 -Shipwrecked - Maths, Hangman

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M017 -DSO Librarian
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M016 -Composer
M018 -Sampled Sounds + Player
M021 - Music Writer (mono)
M022 -Piano
M023 -Stacatto
D014 -EZ-Track demo
D018 -Steinberg Pro 24 demo (mono)
D029 -Quartet + Replay Prof Demo
D062 -Mastersound Demo

### BUSINESS

U009 -1st Base- Database
U012 -DB Master - Database
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U039 -WG Data - Database
U072 -TCOS-Graphical Database
WP01 -ST Writer Elite
WP02 -Mailmerge, Spellchecker, Word Counter
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B031 -Electronic Bank Statement
U030 -ST Sheet- Spreadsheet
U078 -Sheet V2-Spreadsheet (DS)
U034 -Double Sentry Accounts (SH)
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U082 -Typing Tutor
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A020 -Fractal Zoom
A021 -Simple Draw
A022 -Electrical Planning (mono)
A023 -Movie Constructor/Face animator (mono)
A024 -ANI-ST
A026 -Doodle
A029 -Flexidump Demo
A031 -ST CAD
A032 -Hyper-Text
A033 -Canvas, GFA Raytrace - useable demos
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P017 -C Programs
P019 -Sozobon C
P020 -C Compiler
P015 -68000 Assembler
P012 -Disassembler, Tiny Basic, C Compiler
P000 -TOS 2 - Old Op. System
P001 -ST Basic Programs
P011 -ST Basic
P003 -GFA Basic Programs
P028 -Fast Basic Programs
P014 -Gem Information
P025 -Pascal Programs
P026 -Pascal Information
P005 -Adventure Writing System
P031 -Small Talk
P032 -ST Icon V6.3
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U083 -Neugen-Geneology (shareware)
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U065 -Planets - guided tour
U045 -Planetarium
U084 -Amateur Astronomers Guide to the Night Sky
U053 -Orbit-Satellite Tracking
U060 -Welcome to Chemistry (Not STE)
U064 -Chemistry (Not STE)
U081 -Patcard-Knitting Patterns (Not STE)
U054 -Assistant Chef
U043 -Starnet, Mini BBS
U048 -Citadel BBS (DS)
C008 -Vanterm - Communications
C003 -Packet/RTTY System
C004 -Morse Tutor
C011 -PK232 Fax

### STE DEMONSTRATIONS

D074 - STE Atari France
D069 -STE - Sound Off
D065 -Movie STE
D066 -Boing STE (1 meg)
Do67 -Fantasia (1 meg)
D068 -3D Scroller (1 meg)
D084 -ACID (1 meg)

### PRODUCT DEMOS

DO41 -Flair Paint
D036 -Calamus (DS) (1 meg)
D015 -Autoroute
D077 -Personal Finance Manager
D012 -Superbase Personal
D058 -Funschool 2 (2 DISKS)
D012 -STOS Demo
D024 -K Spread 2
D030 -Space Ace

### GENERAL DEMOS

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D056 -Predator
D054 -Robocop (2 disks £5)(1meg)
D038 -Union Demo
D071 -Sewer Demo
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B12 -Ace Invaders
B13 -Zenith
B14 -Goldrush
B15 -Perils of Penfold
B16 -Word Puzzle Generator
B17 -Make A Break
B18 -Parabellum
B19 -Tri-Heli + Cosmoss
B20 -Operation Angelica
B21 -Impulse
B22 -Bandit
B23 -Space Blob
B24 -Slippery Sid
B25 -Scary
B26 -Subhunt + Sea Fisherman
B27 -Death Camp
B28 -Psycotic
B29 -Carrier Attack
B30 -Quest for Galaxia
B32 - Runaway
B33 -Sprite Master
B34 -Safe as Houses (Monopoly)
B35 -Crystal Caverns
B36 -Dogfight, Lightcircles
B37 -Mr Dig, Tank Battle
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| 3D Graphics Programming | Abacus 17.95 |
| 6800 Assembly Lang. Prog. | McGraw 19.95 |
| Applications Guide in C | Compute 18.45 |
| Atari ST Explored (tech.guide) | Kuma 8.50 |
| Basic Sourcebook & Tutorial | Atari 9.50 |
| Disk Drives Inside and Out | Abacus 17.95 |
| From ST Basic to C | Abacus 13.95 |
| Game Makers Manual | Sigma 11.45 |
| GFA Basic v3 Devel + disk | Glentop 17.95 |
| GFA Basic Quick Ref. Guide | Glentop 13.45 |
| Graphic Applications | First 9.75 |
| Midi & Sound Book | M&T 16.25 |
| Kids & the ST (education) | Compute 15.95 |
| Learning C Prog. Graphics | Compute 15.95 |
| Presenting the ST rev.ed | Abacus 15.45 |
| Program in GFA Basic | Glentop 9.75 |
| Programming the 68000 | Sybex 21.95 |
| ST Artist | Compute 16.95 |
| ST Machine Language | Abacus 16.10 |
| ST Machine Lang. Guide | Compute 18.00 |
| The C Programming Language | K&R 23.45 |
| Tech Reference Guide vol 1. | Compute 18.95 |
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| Your FirST BASIC | Bookmark 14.45 |

**MISC ITEMS**

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| **VidiST** video frame grabber | 78.95 |
| **ATonce 286** AT-Emulator | 178.95 |
| Twin joystick/mouse lead | 5.25 |
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| Atari Lynx Handheld | 163.99 |
| Portfolio Pocket PC | 179.95 |

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| Monitor cable ST to scart | 9.95 |

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| Citizen Swift 9 Pin | 219.95 |
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| Colour Upgrade Swift 9/24 | 38.95 |
| Star LC10 Colour | 214.95 |
| Star LC10 Mono | 165.95 |
| Ribbon for LC10 (min 2) | 2.95 |
| Ribbon 120D/Swift 9 (min 2) | 2.95 |

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| Cumana 3.5 1 Meg CSA354 | 79.95 |
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*These are brief descriptions, the disks may contain much more. We are constantly updating our disks and ship the latest versions we have.*

## DATABASE PROGRAMS
ACC26 - DBMAN, easy to use
ACC53 - FIRSTBase, memory resident
ACC72 - DATA Handler, GEM based
ACC74 - FREEBASE, menu driven
ACC75 - WG.DATA, complete system
ACC88 - Database Construction, not v1.09
ACC89 - ZAPCard, card index style
ACC92 - SONGFILE, record collections

## WORD PROCESSORS
WP12 - STWriter Elite v3.8, the best!
WP66 - MAGNIWRITER, 3x hight letters
ACC21 - WORD400, accessory wp.
WP23 - EDIMAX, the text editor

## SPREADSHEETS
ACC23 - VCSPREAD, non GEM but useable
ACC31 - STSHEET, fully WKS compatible D/S
ACC76 - OPUS200, the best! - 1meg

## FONTS
WP28 - PubPart fonts:- Hudson, Columbia, Devoll, Thames, Spokane, Saturn etc.
WP29 - PubPart fonts:- Avgard, Caligrify, Courier, Elegance, West side etc.
WP63 - CALAMUS fonts:- Over 40 on this disk, some complete others upper case only.

## CLIP ART
all are mono, each disk contains a converter program. If you require them in IMG format you need our disk ACC84 for a good converter.
WP8 - Animals, Militaria, Flags etc.
WP24 - Trademarks from 1920's
WP26 - 17 Screens of Mac clipart
WP31 - Whimsical animals
WP32 - Office Humour
WP37 - 22 screens of FOODS
WP41 - 15 screens of Christmas designs
WP59 - Garfield, 20 screens
We have over 30 disks full of clip art, see our catalogue for pictures/descriptions.

## UTILITIES
ACC24 - MONO EMULATOR (not for art prgs)
ACC57 - TURTLE hard disk backup (1meg)
ACC63 - UNTURTLE for use with above
ACC64 - Star colour set-up etc.
ACC69 - Mouse pointer editor
ACC70 - STICKER3, disk labeler - high-res
ACC79 - QUICKDISK collection
ACC80 - picture converters
ACC82 - SUPERBOOT v6, all in one setuprg.
ACC85 - 2 D/S disks of desk access's - £6
ACC86 - ZX81 emulator
ACC87 - GEMINI replacement desktop
ACC96 - FCOPY3 - Good copy program
ACC98 - Hack 'n COPY copy prg.
ACC99 - VAULT hard disk backup prg ( 520)
ACC100 - LHARC, UNLZH, ARC6.02 etc.
ACC101 - BUSINESS/Personal address book

## ART and DRAWING
ART1 - NEOCHROME, original and best
ART4 - MASTER PAINTER, excellent
ART7 - MANDELBROT/MEGABUT
ART8 - LANDSCAPE generator
ART10 - PALLETTE MASTER
ART13 - STUDIOVAN-GOUGH
ART15 - FRACTAL-ZOOM
ART24 - PUBLIC PAINTER - High res
ART25 - ANI-ST, animation package
ART27 - E-PAINTER for children
ART28 - COLOUR BOOK for children

## COMMUNICATIONS
COMS3 - UNITERM, standard package
COMS16 - VANTERM fats gaining popularity
COMS17 - ZFlash for use with Flash/Shadow
COMS21 - FLYINGSTART for prestel

## GAMES - STRATEGY
GAME58 - HACK D&D game (1meg)
GAME6 - Colossal Cave, original
GAME68 - STARTREK (1meg,not STE)
GAME70 - SPECTRAL SORCERY, good!
GAME83 - Snatch & Crunch - adult!
GAME84 - ELVEN CRYSTALS
GAME85 - TARK, text adventure
GAME103 - TETRISIDE, TILES, VSQ (good)
GAME104 - RISKY, version of RISK (hi-res)

## CARD/BOARD GAMES
GAME2 - CHESS, MONOPOLY (USA)
GAME9 - CHECKERS, EBW
GAME18 - LASERCHESS, different!
GAME88 - RACEPLUS, pseudo monopoly
GAME89 - ADDICTION, Patience (not STE)

## QUIZ/EDUCATIONAL/KIDS
GAME11 - KIDgraph, Note, Grid - selection of the now famous brumleve games for kids.
GAME13 - Tunnel Vision, great maze game
GAME56 - 3disk set - HISTORY FILE (£8)
GAME61 - KIDpotato and others for Kids
GAME62 - NUMBERMAZE, Number-go-rnd
GAME91 - WORLD, test knowledge (hi-res)
GAME93 - Computer jargon quiz game
GAME95 - WOLF & 7KIDS, kids adventure
GAME105 - NOAHS ARC, spelling game

## ARCADE GAMES
GAME43 - DURCHER, arkanoid clone
GAME45 - FLOYD the DROID, shoot'em up
GAME67 - HEADS 'N HAMMERS (not STE)
GAME73 - SOLO, Goldrunner type game
GAME94 - SUPER Breakout, high res only.

## MISCELLANEOUS
MISC1 - SKY MAP (hi-res)
MISC2 - ORBIT, satelite tracker (hi-res)
MISC4 - VIRUS KILLER DISK - £1.50
MISC21 - PLANETARIUM, great program
MISC26 - CONSTELATIONS (D/S)
MISC18 - INVENTORY-PRO, stock control
MISC22 - Double SENTRY, accounts package
MISC23 - POOLS PREDICTOR, clever prgram
MISC27 - FILM FIND Enquiry (D/S)
MISC35 - PATTERN CARD prg (knitting)
MISC36 - BSTAT statistical prg. (1meg hi-res)
MISC37 - BILOG cycling diary (D/S 1meg)
MISC40 - Complete solution Bards Tale 1

## MUSIC & MIDI
MUS5 - Waddington sequencer, 32 track
MUS32 - COMPOSER, mono & 1meg needed
MUS36 - 16 voice sequencer, colour
MUS47 - SCONVERT converts sound samples
MUS50 - ALCHIMIE Jr, 200+ tracks
MUS51 - STSOUND TRACKER (not Cbears) (D/S Col)
MUS53 - SoundTracker module player (D/S 1meg Col)
MUS54 - Modules for above (D/S colour)

## DEMONSTRATIONS
We have hundreds of product and graphic demonstrations, below is just a small selection (all are colour only)

DEM116 - The UNION DEMO, now famous!
DEM111 - The JUNK demo, Care Bears
DEM164 - WHATAHECK DEMO, Bears (not STE)
DEM206 - SOWATT DEMO, Care Bears again!
DEM223 - SWEDISH NEW YEAR demo2(D/S
DEM228 - ST CONNECTIONS demo (D/S)
DEM235 - Care Bears SOUNDTRACKER (D/S 1meg)
Below are for the new STE' machines only
DEM207 - Official ST 'E' demo
DEM214 - FANTASIA, very good
DEM215 - 3D SCROLLER DEMO
DEM216 - THE MOVIEST DEMO

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**AD2** **COLOSSAL CAVE.** Simply massive superb text adventure. Best on P.D.
**AD3** **WIZARDS LAIR,** great text and graphics adventure.
**AD5** **UNDER BERKWOOD,** massive graphics/arcade adventure. Excellent.
**AT1** **NEOCHROME ART PROGRAMME AND PICTURES.** Superb art disk with instructions, and a slide block puzzle generator.
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# PUBLIC SECTOR

*A naked lady walks into a bar with a poodle under one arm and a salami under the other. The barman asks the lady what she wants. She fixes her eye on him and says, "I want a beach house in Malibu, a Testarossa convertible and software at three quid a disk. Oh yeah, and I found this poodle outside mauling this salami." Andrew Hutchinson is our man with the poodles, the salami, the booze and the cheapie disks*

## UTILITIES

### ST-ARRY EYES

**Elmsoft PDS – Disk Misc 45**

If your favourite section of the daily paper is the horoscopes then this compilation disk might provide a heavenly insight into things horoscopey. Biorhythms, astrological charts, calendars and Aztec charts are all featured. None of the programs is too brilliant but they always have a certain appeal. Me, I don't believe a word of the rubbish. (Us Librans are sceptical like that, you know...)

**STF Rating – 51%**

### A CLEAN SHEET

**Sphinx Software – Disk UTI 67**

The cost of business software being what it is, you need a small business loan just to buy the stuff. *Sheet* is a very professional spreadsheet program which has just been updated to version 2. All the features you find on the expensive packages are here and at about a fiftieth of the cost. Raving Runderful.

**STF Rating – 85%**

### BUSINESS SOLUTIONS

**East Midlands PD library – Disk UTIL 55**

There are several handy business aids on this disk. Two database programs, an STD code listing and a reminder pad are included. The databases are basic but more than adequate for most people's needs. The reminder program is a tasty little accessory which tells you your duties for the next couple of days on boot up.

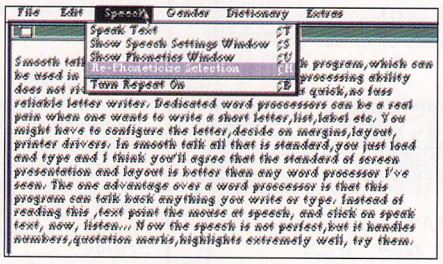
**STF Rating – 74%**

### A REAL SMOOTH TALKER

**Alpha Computing – Disk 22**

Basically a disk of demos of professional software. *Smooth Talker* is a demo of a speech program which looks full featured and sounds half passable. *Hotwire* is a demo of a product from the States which enables you to play back macros from within any application. *MIDI max* is a MIDI sequencer demo which seems tastier than many of the current crop of MIDI programs. Check out *Smooth Talker* for a giggle.

**STF Rating – 78%**



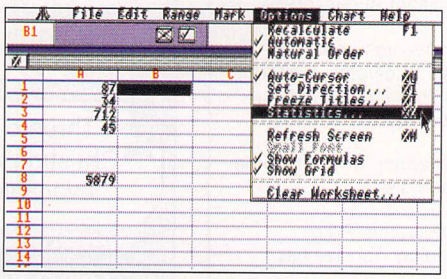

■ **If you want to make your ST sound like a Tibetan monk trying to learn English while simultaneously gargling hydrochloric acid with a bucket on his head and a spike up his bottom, check out *Smooth Talker* (contradiction of the year)**

### ANOTHER CLEAN SHEET

**Trust PD – Disk UTL 43**

Another spreadsheet, this time shareware. This is extremely well featured and very professional looking. In fact *Opus 2.2* puts most high priced packages in the shade. Complex mathematical functions and graphs are all possible. Well worth a look.

**STF Rating – 93%**




■ **Me, I always thought that *Opus* was a penguin. But no, it turns out he's actually a really well-featured spreadsheet from Dagenham, of all places (well, *someone's* got to come from there...)**

### CEEFAX ST

**Sphinx Software – Disk UTI 74**

It's all very well hearing people rabbit on about the wonders of a Ceefax television set, newspaper updated three squillion times a day blah blah blah, but they're a tad on the pricey side, aren't they. Well, now there's a quick and easy solution, sort of. This disk explains how to design your own teletext hardware to enable you to view the pages broadcast by BBC and ITV. Both circuit diagrams and software are included. Also on the disk is the wonderful reset-proof ramdisk, Maxidisk. Great disk if you're handy with a soldering iron, Brian.

**STF Rating – 76%**

### LOVELY LABELS

**Paradise Computers – Disk BUDPRO 85E**

New titles roll out of the Budgie offices with a regularity which is alarming. This program enables you to knock up tasty looking cassette box covers, with a minimum of hassle. Three fonts and various special icons are included which help to tart up what are essentially boring boxes. Easy to use, functional and productive.

**STF Rating – 84%**

### GET WIRED

**Paradise Computers – UTIL 615E**

When it comes to on-line PD software there are two contenders, *Vanterm* and *Uniterm*. The latter isn't as popular because it's not very ST user friendly. However, if you know your stop bits from your parities then *Uniterm* is packed full of features. It's just been updated to version 2.0E. Well worth a look.

**STF Rating – 87%**

## ART & MUSIC

### CUE THE CLIP

**Public Dominator – Disk CLIP IT, Vol 3**

Some word processors and all DTP packages enable you to include graphics with text. However, unless you're a skilled computer artist, your efforts might look a bit on the crap side. One answer is to follow the tips each month in *ST FORMAT's GALLERY* section; another is to import clip art, already prepared by someone else. PDOM have about thirty disks full of the stuff. Crappy artists queue here.

**STF Rating – 76%**

### IT'S SHOWTIME

**Trust PD – Disk UTL 42**

Bit of a twee disk this. In fact duff is probably a better word. The *STOS Slideshow Creator* enables you to bung a few pictures on a disk and look at them each in turn (bloody amazing, huh). The *Games Idea Creator* comes up with some bizarre games ideas for the seriously brain dead programmer. Sort of useless really.

**STF Rating – 15%**

### PUBLIC PACKERS

**Public Dominator – Disk A186**

Not a very amazing disk, this one. A couple of packers, a copy program and a couple of disk analyzers. The packers are good (but slow) at crunching data down to about three quarters of their original size. The copier is *F_Copy 3*, a competent copier and virus killer. The disk analyzers check that your drive is functioning to the best of its abilities. Not terribly exciting at all, missus.

**STF Rating – 52%**

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# The ST Club

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## ST Applications.

Over two years ago New Computer Express described our newsletter: "To call it a newsletter shows a terrific amount of modesty on their part... It really is packed with information, with more concentration on the serious side of the ST." ST Applications is a complete re-design of The ST Club Newsletter that has grown to 3,500 subscribers since we started it four years ago. Each monthly issue runs to at least 60 A4-pages. If you would like to subscribe or receive an evaluation copy please complete the form below.

## Fontkit Plus 3.

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STF18

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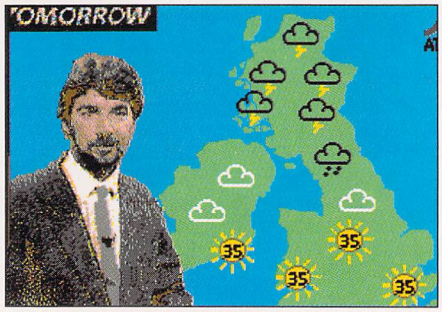



■ **Yes, lovely, and this cheeky little storm – Hurricane Hilda – is sweeping out of Westminster in a huff, leaving behind an enormous depression... and with *Slide-show Creator*, all you can do is watch**

## JANET AND THE ST

**The SW Software Library – Disk 1163**

Fancy yourself as the next demon re-mix artist? Get a bit of practice in with this fun program. The numeric keypad has a sample attached to each key (ooer, sounds a bit rude), all lifted from *Rhythm Nation* by Janet Jackson, so by pressing the keys in the appropriate order you can make your own mix. It's a right Charlie Chortle.

**STF Rating – 82%**

## SILLY SAMPLES

**The SW Software Library – Disks 1165,1166,1167**

If you enjoyed playing around with the *TCB Tracker* demo on *FORMAT's* November Cover Disk, then you'll enjoy these three disks. Each one is packed full of samples, some of which are most amusing (teehee chortle fnarr). Everything from *Star Trek* to *Forbidden Planet* and a few music sounds thrown in for good measure. Its sampley wonderful.

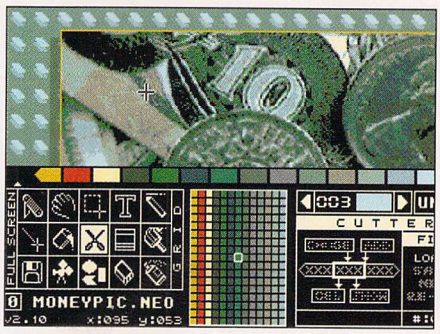
**STF Rating – 88%**

## AN OLD MASTER

**Riverdene PDL – Disk Neochrome Master V2.1**

There can't be very many ST owners who don't own a copy of *Neochrome*. If it's your preferred illustration tool, you'll be interested in this new version. Such things as animation and improved colour and image handling are included, and very good it is too. Especially for just three squids... what a barg.

**STF Rating – 92%**




■ **Now updated for the 1990s and boasting a host of exciting new features, like an improved cut-out facility, animation and rasters (no, not the dreadlocked kind) – it's *Neochrome Master***

## SILLY SAMPLE PLAYERS

**The South West Software Library – Disk 1010**

All this talk about samples and players is enough to have Terry Venables reaching for the transfer book. This disk contains four sample players and a few bonus noises. Included is a boot-up sound player to make your ST seem like it's alive. Right, where were we, Rachel... ? (Well, what do you call yours?)

**STF Rating – 80%**

# DEMOS

## TEENAGE MUTANT NINJA TURTLES

**Trust PD – Disk MEG 27**

Yet another sample tune. This time it's those over-hyped green blobs with the large knives and the California accents. If you've got a fetish for the Turtles then you might enjoy this, but it's not brilliant. No animation either. Cowaboring.

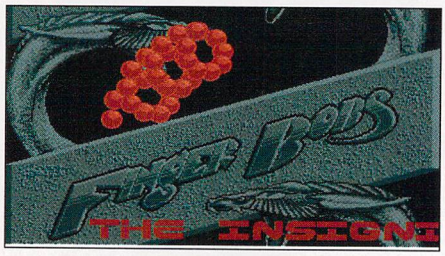
**STF Rating – 71%**

## INNER CIRCLE DECADE DEMO

**Riverdene PDL**

Another multi-loader demo reaches the *ST FORMAT* offices. But hey, this one is half reasonable. Loads of tasty graphics (although boring balls get in again... yawn). Best of the demos by far is the quartet music section which features over 90 minutes of sampled tracker music. An attractive demo, well put together.

**STF Rating – 86%**




■ **Lots of wibbly, funky, groovy, gnarly and ultimately spaced sounds are what you encounter in the Decade Demo**

## ROBOCOP

**MPH – Disk G25**

Looking a lot like the *Snowman* demo reviewed last month, this animated disk of *Robocop* footage covers most of the film. The screen is split into four, sampled sound effects are included and the whole thing seems to go on forever. Tasty, even if it is in black and white.

**STF Rating – 90%**

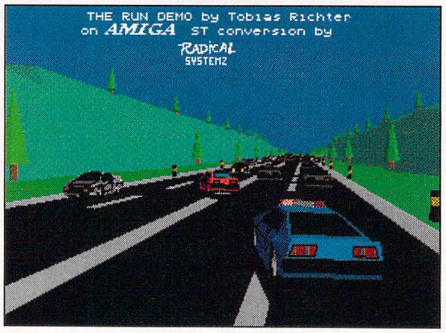
■ **What are your prime directives? "What? Oh, right... ermm, drink loads and loads of beer, eat fast food a lot and spend Saturdays vegging out in front of the footy... whoops, slipped into party program!"**

## THE RUN

**MPH – Disk DEM238**

Radical Systemz do it again. Basically this is the best animation I've ever seen on an ST. Two cars chase each other through a busy motorway. The scrolling is flawless, and the attention to detail even goes so far as the brake lights coming on. Makes you wish there was a game out there with animation this smooth. Phew.

**STF Rating – 95%**




■ **"Sierra Oscar Five, from Sierra Oscar Two. Am in pursuit of the villain what is on our manor. Things are getting distinctly pear-shaped down here, Sarge. Over." "Roger, Oscar Two, he's got previous. I don't care what it takes, you go out there and nick him."**

## 7UP MUSIC DISK

**Paradise Computers – Disk MUS28DE**

A sampled music player of a couple of songs. Madonna's *Prayer* and the Pet Shop Boys' *Domino Dancing* are remixed and played back. Not too brilliant, but for a first effort 7UP show promise. Beefier tunes and something happening on screen would help. OK if you're collecting everything with Madonna on it, I suppose...

**STF Rating – 65%**

## HARRY MET SALLY

**Paradise – DEM 540E**

Wow. This one certainly grabbed the attention in the office. Basically it's Meg Ryan pretending to orgasm. If you've seen the film you'll know what I'm talking about – and if you haven't, go rent it immediately because its really funny. Demo includes a couple of digitised shots of Miss Ryan in mid-moan. Fun.

**STF Rating – 75%**

■ **Oooo.... ohhhhhhh..... ahhhhhh..... oohhhhoo o.. o... ahhh... oo... yess... yeesss.... ohhh... yeah! yeah! ohhh! (Somebody get a bucket of cold water and a video camera... quickly)**

# GAMES

## BOUNTY HUNTER

**Paradise – Disk GAM 425E**

Budgie gameware strikes again. In this game you take on the role of a Wild West bounty chap. You've got to bring a little bit of order to some towns, but with monetary gain in mind. Quite dodgy graphics but there's a lot of depth in there.

**STF Rating – 67%**

## MIX 'N' MATCH

**The Other PD Library**

Wicked little game, this. You've got a screen full of windows with piccies behind them. The idea is that you take on someone else and try to match each window up with its pair. Get it right and you get another turn. Wasn't there a card game like this once? Suprisingly addictive and very colourful.

**STF Rating – 85%**

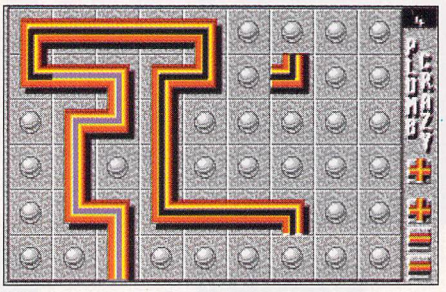
■ **Find the matching squares before your opponent does and clean up the board. However, be careful you don't give away what's behind too many squares... this isn't *Bob's Full House*, you know**

## AMERICAN FOOTBALL

**Paradise – Disk GAM 45E**

"42, 36, 37. Hut hut." No, it's not Bella Emberg's vital statistics but a bit of play-calling in American Football. This is very much a strategy game, with very little in the way of graphic accompaniment, and certainly none of that padding your shoulders and running into people business. You call the plays and the computer tells you how you did. If you're really into the sport it might be worth a look.

**STF Rating – 63%**




■ **Right, I've just finished the screen and the water's flowing down that there tube. As long as the counter runs out before the pipe does, I get another go. *Plumb Crazy*, you say? Totally tubular, dude!**

## PLUMB CRAZY

**The Other PD Library**

Really *Pipe Mania* at a tenth of the price. You have to place a series of randomly-generated pipe segments on the screen before the water starts gushing down. Gameplay is fluid (groa-a-aa-n!) and the whole thing is graphically attractive. Quite hard and very frustrating.

**STF Rating – 76%**

## PD PERSONAL CHOICE

**Each month we ask a Public Domain library boss to nominate his top ten. This month, it's Mr Bryan Bellis of B-Soft. Ah, thankyouverymuch, Bryan...**

1. ST Writer Elite
2. Spell Checker & Word Counter – Disk HO2
3. Spread Sheet 2 – HO6
4. F-Copy 3
5. Chess, Draughts, Backgammon & Monopoly
6. Kid Publisher
7. More Kiddies Arcade Games
8. General Games: ST Vegas, Roulette
9. Neochrome
10. Ani-ST

## NOW IT'S YOUR TURN...

**It's all very well us sitting here reviewing PD programs, but only a fraction of what's available can possibly cross our desks. So if you've come across a particularly noteworthy PD program that you think the world should know about, why not review it for us? It could be your first step into the glamorous world of journalism, a world of wealth, high octane excitement – *(oh do give it a rest – Everyone else).***

**Your review should be no more than 200 words long (201 and it goes straight in the bin), and explain what the program does and what's so special about it. Remember to include full details of where you got it as well.**

**Now here's the important bit. We need your review on disk as an ASCII file, without hard carriage returns at the end of each line. Include a copy of the program itself, and a printout of your review as well. Send the lot (non-returnable), not forgetting your name and address and stating which library you got your program from, to PD Reviews, *ST FORMAT*, 30 Monmouth Street, Bath BA1 2BW.**

**What's that you say? Mere fame and adulation not enough for you? Oh, all right then. We'll pay a whacking great £25 for any of your reviews we publish. So let's hear from you! *stf***

## TEN TO WATCH

These should all be available from your favourite PD libraries

1. The Run – Radical Systemz
2. Delirious Demo 3
3. Sound Tracker
4. Audio Sculpture
5. Mix 'n' Match
6. Riverdene's STE Demo Disk
7. Batman the Movie 3
8. Opus 2.2 Spreadsheet
9. Snowman – Half Megabyte version
10. Sky Map

## Where to get it – the FORMAT PD library directory

**Advent,** PO Box 414, Norwich NR1 4NX
**Alpha Computing,** 32 Meadow Drive, Halifax, W Yorks HX3 5JZ
**Atari Advantage,** 56 Bath Road, Cheltenham GL53 7HJ ☎ 0242 224340
**Awesomedemos,** 3 Mason Road, Seaford, East Sussex BN25 3EE
**B Soft,** 33 Corsham Road, Calcot, Reading, RG3 5ZH
**Budgie UK,** 5 Minster Close, Rayleigh, Essex SS6 8SF
**Computer Connections,** Ashlaw House, Euximoor Drive, Christchurch, Wisbech, Cambs PE14 9LS
**Demo City,** 15 The Wynd, Dunshalt, Cupar, Fife KY14 7HE
**Demo Club,** 23 Alma Place, Spilsby, Lincs PE23 5LB
**Elmsoft,** PO Box 17, Loughton, Essex IG10 2EE
**Entertainment Soft,** 11 Calbourne Drive, Calcot, Reading, Berks RG3 7DB
**Floppyshop ST,** 45 Provost Graham Avenue, Hazelhead, Aberdeen AB1 8HB ☎ 0224 312756
**Freaks PDL,** 29 Leap Valley Crescent, Downend, Bristol BS16 6TQ ☎ 0272 570122
**Goodman PDL,** 16 Conrad Close, Meir Hay Estate, Longton, Stoke on Trent, Staffordshire ST3 1SW
**HAL Computing,** 15 Regents Terrace, Leeds LS6 1NP ☎ 0532 435805
**Kad-Soft,** 2 Ebor Paddock, Calne, Wilts SN11 0JY ☎ 249 817174
**LAPD,** 80 Lee Lane, Langley, Heanor, Derby DE7 7HN
**Metropolis,** 38 Howick Park Drive, Penwortham, Preston PR1 0LV ☎ 0772 796375 (day), 748422
**MPH,** 10 Chandlers Court, Eaton, Norwich NR4 6EX
**MT Software,** Woodstock House, 14 Lanes End, Totland, I.O.W PO39 0AL ☎ 0983 756056
**PAGE 6 PUBLISHING,** PO Box 54, Stafford ST16 1DR ☎ 0785 213928
**Paradise Computers,** 9 Westfield Crescent, Brighton BN1 8JB
**PD Essentials,** 132 Wentworth Way, Sanderstead, Surrey CR2 9ET ☎ 081 657 1617
**PD Library,** 68 Delancey St, London NW1 7RY
**Pdom PD Atari,** 30a School Road, Tilehurst, Reading, Berks RG3 5AN ☎ 0734 452 416
**PDQ,** Dept 6, PO Box 38, Eastleigh, Hants SO5 5HB
**PD Rebels,** 12 Cornfield Road, Jump Farm, Devizes, Wilts
**Riverdene PDL,** 63 Wintringham Way, Purley on Thames, Berks RG8 8BH
**Round Table PD,** 7 St Andrews Rd, Warminster BA12 8EP
**Senlac,** 14 Oaklea Close, Old Roar Road, St Leonards On Sea, E.Sussex TN37 7HB ☎ 0424 753070
**Softville PD,** Unit 5, Stratfield Park, Waterlooville, Hants PO7 7XN
**South West Software Library,** PO Box 562, Wimborne, Dorset BH21 2YD
**Sphinx Software,** Erw Fynydd, Carmel, Llanelli SA14 7SG
**ST Club,** 9 Sutton Place, 49 Stoney St, Nottingham NG1 1LX
**The Other PDL,** 108 Kenmare Road, Wavertree, Liverpool L15 3HQ
**Wizard PD,** 178 Waverley Road, Reading, Berks, RG3 2PZ
**WoolleySoft,** Humblesknowe Cottage, Ramolye, Dunblane, Perthshire, Scotland FK15 0BA

Our aim is to make this directory as complete as possible. If you run a PD library not listed here and would like to be included, or if you are already listed and want to amend any details, then send full details and a copy of your latest catalogue to: PD Directory, *ST FORMAT*, 30 Monmouth Street, Bath BA1 2BW

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• A108 - DSD. 1MB. B/STAT,a sophisticated graphing and statistical analysis program.
• A121 - POOLS - Expert Results Predictor v2.5.
• W2 - STWRITER ELITE V3.6 the word processor.
• W5 - MICRO-EMACS v3.925 text editor.
• A125 - DSD. 1MB. OPUS V2.10 very powerful spreadsheet and charting program. Requires GDOS which is on disk A163.
• A138 - DOUBLE SENTRY V0.5 the accounting program.
• A166 - PERSONAL DATABASE an excellent address database system. The PD version only allows 10 records but the Shareware version is unlimited, details on the disks. VANTERM V3.71 excellent all features communications program does every thing except split baud rate. RELATIVE TREE the geneology program.

## FONT

• A45 - STAR NL10/LC10 FONT DESIGNER v1.1 iwith 21 fonts.
• A110 - CALAMUS Fonts disk. 9 PD fonts for use with the DTP package Calamus: Facade, Fura, Greeny2, Hebrewy, Manvilly, Math, Peignoy, Silicy and Steely.
• A135 - GEM FONT MASTER by J.Millar the GEM font Editor.
• A137 - Over 40 GEM GDOS fonts.
• A175 - Over 70 GEM GDOS fonts.

## EDUCATION

• A47 - CSR. KIDSGRAPH, KIDSGRID2, KIDSMUSIC, KIDSPIANO, KIDSNOTES - graphics and music/sound programs for children.
• A100 - CSR. KIDPOTATOE, KIDABC, KIDSKETCH, KIDSTORY.
• A101 - CSR. KIDSONG, NUMERICAL GO ROUND - excellent animated maths program, NUMBER MAZE.
• A177 - CSR. KIDSHAPES PLUS a graphic program for the older child. KIDPUZZLE features 12 pictures.
• A178 - CSR. NOTSTE. CAN YOU SPELL. Talking spelling trainer.

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• A41 - MONOCHROME monitor emulator v5. NOTSTE. CMFONTS converts Macintosh fonts to ST GDOS format. DEFORMATTOR - this program deformats your disks!
• A88 - DCFORMAT v3.03 THE ST disk formatter. DISKMOD - writes MSDOS boot sector. MEG A MINUTE Elite v2.1 HD backup.
• A90 - SUPERBOOT v6.0 THE ST Boot program.
• A91 - FILE SELECTOR v6.0 replacement file selector. VIRUS KILLER v2.01 excellent virus detector and killer.
• A97 - MMR. STICKER III. THE disk label program.
• STW 41 - FSELECT v3/1989 replacement file selector. ICONE .ACC allows you to design icons and assign them to a file.
• A109 - QUICK DISK. QUICKFIND v1.5. QUICKINDEX v1.5. QUICKST v1.2. QUICKVIEW v1.3. QUICKINF V1.3. QUICK LABEL V1.1. QUICKPRINT.
• A111 - HEADSTART v1.1 excellent program that allows you to auto-boot ANY type of program from your AUTO folder.
• A119 - FLYING START v1.04 1200/75 comms Prestel.
• A128 - RECOVER is a program that copies any number of specified sectors on a disk to a named file on another disk.
• A134 - BOOT DRIVE SELECT select a drive to boot from when you reset your ST. GOACC select Desktop Acessories.
• A156 - DSD. MMR. PLANETARIUM. THE star planets package.
• A157 - CUSTOM FORMATTOR multi featured disk formattor. BOOT SECTOR STORAGE system allows you to store boot sectors from many disks as a file on 1 disk.
• A158 - CSR. Complete Amateur Astronomy Guide.
• A159 - Address Book. Database. First Base. Datahandler.
• A163 - GEMINI V1.1 desktop replacement.
• A167 - BIG COLOUR EMULATOR for Monochrome monitors.
• A168 - ARCGSH V2.1 a shell for any program is already setup for ARC, ZOO, SHAR, UUD AND UUE excellent. BYTEFREE v3.3 displays how many bytes are free on all drives. DISKINIT activates a 2nd drive without reset. DISK MECHANIC v1.0 disk analyser, copier, formattor, sector editor etc all in one very powerful.
• A171 - RECOVERABLE TRASHCAN retreive deleted files.
• A173 - ARCHIVER DISK. ARC V6.02 archiver, ARC shell V1.98, LHARC V1.13, TURBOARC, ARCIT archive entire disks.
• A174 - DCOPY v3.12 excellent disk utility features include: copy, move, erase, lock, hide, display, ARC and unARC. BIGSCREEN allows you to use GEM windows larger than the actual screen. FILESPY V1.2 file browser with search.
• A176 - STARTERM V1.11 the brilliant comms package, features: VT52, VT100, ViewData, XMODEM.
• A186 - DOCDISP the best document displayer on the ST features load picture and a non case sensitive search facility! FCOPY 3 the excellent disk copier, formattor and virus checker.

## GAMES

All require a colour screen.
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• G23 - 1MB. BOLO! Absolutely brilliant game with excellent graphics in the Arknoid mould only better.
• G86 - DSD. Tennis!
• G95 - CHANCE a good shoot 'em up with lots of action.
• G96 - MUTANT excellent platform game.
• G97 - DSD. The Star Trek game by Eric Tronics A full graphics game with sampled sounds!
• G107 - PATIENCE by Eric Chapman an excellent card playing game includes Golf, Little Spider, Calculation, Siege,Raglans.
• B5 - PRO DARTS 501 down.
• B7 - BALL ZONE an incredible Arkanoid type game, only better.
• B12 - ACE INVADERS the DEFINITIVE Space Invader !
• B13 - ZENITH a space combat for two players.
• B11 - MAELSTROM excwellent space shoot_out.
• B14 - GOLDRUSH a multi-level platform pursuit.
• B17 - MAKE A BREAK trivia quizz.
• B18 - PARABELLUM excellent platform game.
• B22 - BANDIT slot machine with nudges up and down etc.
• B27 - PSICOTIC a space shoot' em up.
• B23 - SPACE BLOB an immensely enjoyable platform game.
• B30 - A QUEST FOR GALAXIA an excellent Galaxians clone!
• B37 - MR DIG dig tunnels to collect the cherries.
• B35 - HOSTILE RECEPTION a Xenon-type shoot-em up.
• B39 - Onyx an excellent shoot 'em up with many varied and excellent sprites! All in 68000 machine code.
• B40 - Dizzy Lizzy across between Pacman & Boulderdash.
• B41 - Exodus awesome shoot 'em up with fantastic graphics!
• B44 - Exterminate if it moves KILL IT! A shoot'em up.

## GRAPHICS

• • *MP4 - Graphics Pack 1: DSD. CSR. ANI ST the excellent animation package, fully working allows you to create your own animations!, Pearle the ray tracing package with full examples, Mini Paint the excellent fully featured painting package, NEOchrome the excellent painting program, and picture convertors. A 3 disk pack for £7.50!*
• • *MP5 - Graphics Pack 2: DSD. CSR. Master Painter the excellent fully featured paint package that includes multipy screens, Colour Burst II the 800/3200 shades on screen at once paint package, Fine Line the drawing program, Fractal Zoom the most comprehensive fractal generator on the ST, the Atari IMage Processor, MegaBlit the paint package, Studio and VanGogo 2 excellent paint packages. A 3 disk pack for £7.50!*
• GR6 - Degas Support Disk: 155 fills, 10 brushes, 7 fonts & 24 printer drivers.
• GR11 - Disk full of picture utilites: TINY STUFF v3.4 and TINY VIEW v4.21, PICSWITCH v0.7 and more.
• GR14 - MMR. PUBLIC PAINTER v0.1 Degas & .IMG compatible.
• GR17 - Picture convertors. To & from Print Master, Degas, NEO, Tiny, IFF, SPEC512, IMG, AIM, Postscript, Spectrum512 & GIF.
• GR20 - .IMG utilities. Convert Degas, Tiny, NEO, MACPaint, Spectrum to a mono IMG file. Also an IMG viewer & slideshow.
• BPRO3 - CSR. SPRITE MASTER a professional sprite editing package tailored to suit most programming languages.
• BPRO5 - CSR. DSD. Sprite Portfolio 600+ top quality sprites.

## LANGUAGE

• L1 - 68000 ASSEMBLER, XLISP, STLOGO, TINY BASIC.
• L3 - ADVSYS Adventure writer language.
• L7 - XLISP v1.7 includes manuals.
• L8 - FORTH from Bradley Firmware.
• L9 - ST ICON v6.3, based on SNOBOL4.
• L10 - LITTLE SMALLTALK.
• L13 & • L14 - MODULA-2 DEVELOPMENT SYSTEM v1.0.
• L15 - DSD. SOZOBON C Compiler.
• L17 - DSD. AGT V1.19. Excellent adventure writer.
• BPRO2 - DSD. Budgie UK 68000 Programmers Library V.42.

## MUSIC

• M9 - MUSIC WRITER create music on screen.
• M15 - THE ACCOMPANIST V2.3 a 16 Voice MIDI Sequencer. A fully working MIDI sequencer by Henry Cosh.
• M18 - SOUNDTRACKER player and SoundTracker modules.
• M19 - SOUNDTRACKER player and SoundTracker modules.
• M20 - SOUNDTRACKER player and SoundTracker modules. Also documentation and some source code in 68000 and GFA basic on SoundTracker formats and different frequencies.
• M21 - NoizTracker fully working with Modules.

## DEMOS

*All require a colour screen and a double sided disk drive.*
• D77 - Exceptions 4 BIG demo.
• D91 - AMIGA DEMO!
• D108 - 1MB. Calamus product demo.
• D122 - NOTSTE. The Union demo!
• D123 - The Snowman demo. 1MB.
• D125 - NOTSTE. The CareBears Cuddly demos.
• D128 - The Wattaheck demo.
• D129 - The Swedish demo including SYNC and The CareBears.
• D138 - 1MB. Startrek Animation with digitised speech.
• BD1 - Mind Bomb.
• D176 - The Care Bears 'So What Demo'.
• D189 - Swedish New Year Demo 2.
• D197 - NOTSTE. Space Ace.
• D202 - NOTSTE. Predator demo by The Islander.
• D207 - The SNOWMAN demo the 1/2 MB RAM version.
• D210 - 1MB. The Star Wars Walker I demo. Excellent Animation and sampled sounds.
• D211 - 1MB. The BatMan demo by RAM KILLER.
• D213 - 1MB. The Star Wars Walker II demo. Excellent Animation and sampled sounds.
• D217 - The DELERIOUS DEMO II by the Overlanders.
• D221 & • D222 - NOTSTE. 1MB. DRAGONS LAIR DEMO by IRS.

## STE DEMOS.

*All require a colour screen and an Atari STE.*
• D144 - The Official Atari France STE demo!
• D214 - Sound OFF.
• D228 - AN COOL from The Care Bears STE demo.
• D229 - 1MB. The Jungle demo!
• D230 - MovieSTE.
• D231 - 1MB. BOING STE.
• D232 - 1MB. Fantasia.
• D233 - 1MB. 3D Scroller.
• D234 - 1MB. Psychedelik House II By The Overlander. Aciiid!!!

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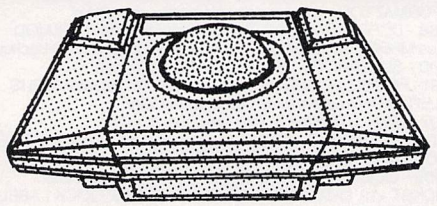

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All prices include UK VAT at 15% UK delivery free.
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# neodesk 3

**Neodesk 3**
**MACHINE:** ALL STs
**PRICE:** £39.95
**FROM:** GST SOFTWARE
**CONTACT:** ☎ 0480 496666

GEM Desktop isn't very good. Understatement of the year it may be, but there is hope. A wonderful software company in America have been slaving over a program which they reckon is a complete replacement for GEM. The company is Gribnif and the program is *Neodesk 3*.

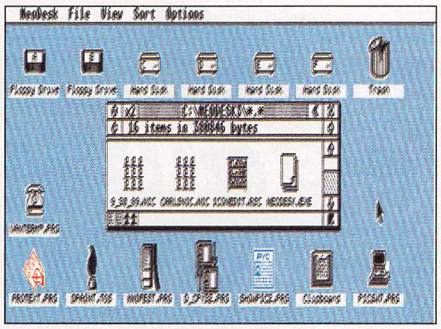
*Neodesk 3* comes with a paperback style 134 page manual and two disks: a Master disk containing the program and an extra disk containing fonts and utility programs.

Installation of *Neodesk* varies depending on whether you're floppy disk or hard drive based and on which version of TOS is inside your ST. Owners of TOS versions 1.4 and above can simply install *Neodesk* as an .EXE file and it boots on startup. TOS versions below that have to run a STARTGEM program which kicks in the program. Hard drive owners place the files on their boot partition drive and floppy disk owners place it on their usual disk.

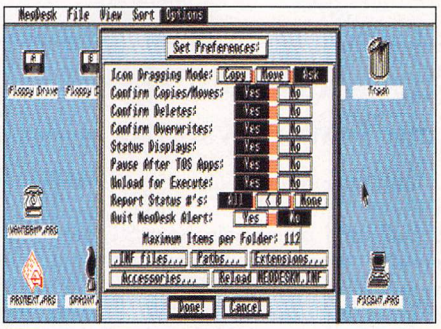
Once *Neodesk* is up and running you can start configuring it to the way you like. You can modify practically everything within *Neodesk* from the icons to the background. Programs are run from within *Neodesk* just as you would from GEM, and when a program terminates it reloads itself.

## Background

GEM's pukey green is replaced by *Neodesk's* nicer blue, although you're not stuck with this. Any colour or pattern can be used and these are all configurable from the "Edit Icons" bar on the main menu.




■ **With the new *Neodesk*, you can place icons directly on the Desktop and arrange drives and icons the way you want them**




■ **Set your preferences and then save the configuration. Everything is very easily changed from the main menu bar**

If the background still doesn't meet with your satisfaction then just place a picture in the AUTO folder with the name NEOPIC_L or _M or _H depending on your resolution. This can then be used as the background.

One of the nicest touches is that by double clicking on the Desktop you can write directly onto it. This feature is very useful for journalists who want their STs left alone.

## Icons

You can modify all the icons used by *Neodesk*. The disk comes with some very attractive icons, but you can simply enter the icon editor and design your own. What's more, you can acquire whole icon sets on bulletin boards and networks, so that, for example, MAC icons can be configured. Each program you use regularly can have its own icon, so tracking down a program is much easier.

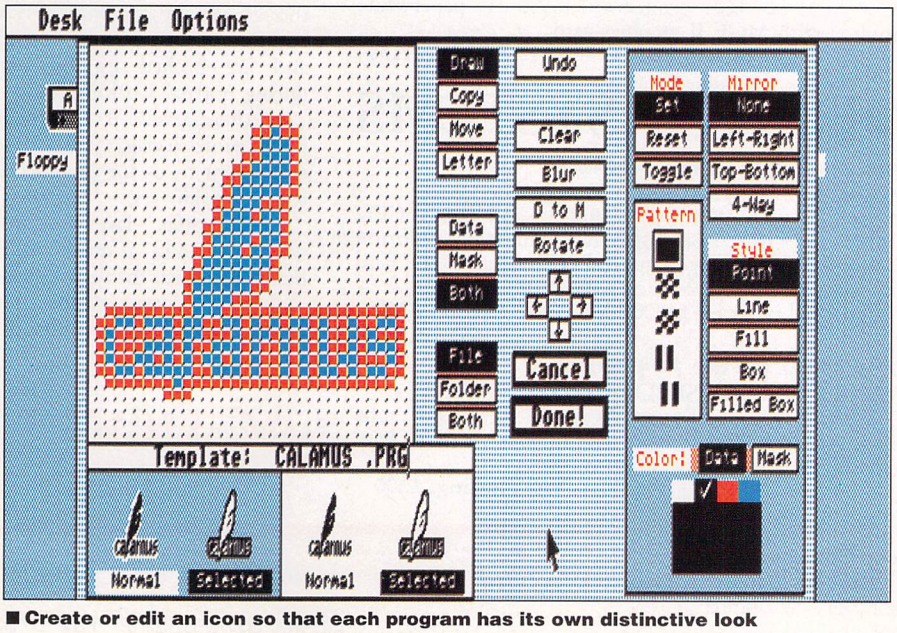
Once you've got your icons looking the way you want, you can place these directly onto the desktop and then save the configuration. This means that whenever you boot up, your most used programs are there ready to be double–clicked on.

## Utilities

*Neodesk 3* comes with a whole batch of useful utilities available from the main menu bar. Every standard aspect of the Desktop such as formatting disks is updated and revamped. A number of completely new features have also been added:

- The formatter includes a twister, making disk access times far superior to GEM's.
- Holding down [Shift] while scrolling a GEM window keeps items selected.
- Files can be either copied or moved. This can be set to default or selected manually.
- Windows need not be all text or all icons. You simply specify which you'd like for each particular window. Furthermore, you can split these windows by pulling down a bar (very useful for disks with a lot on them).
- Keyboard shortcuts for all the major *Neodesk* functions are available.

*Neodesk 3* is truly invaluable for the ST owner. Everyone in the office now has it on his ST and we all wonder how we survived before it came along. If you buy one program this new year, *Neodesk 3* has got to be it. ***stf***




■ **Create or edit an icon so that each program has its own distinctive look**

## FORMAT RATINGS

**NEODESK 3/£39.95/GST Software**
**☎ 0480 496666**

**Features** 96%
Absolutely crammed full of goodies to make life easier for the suffering ST owner

**Speed** 93%
Just as quick as GEM although having Neodesk reload each time you quit a program is a bit slow

**Ease of Use** 95%
A cinch – intuitive to use and easier than GEM. The manual is well written and comprehensive.

**Results** 96%
Makes using your ST a joy again

**FORMAT VALUE** 95%
Go out and buy it yesterday

**The Competition**
The PD Desktop *Gemini* (available from your local PD Library – see our PD Directory on page 68) is a lot cheaper but about a tenth as good. DC Software's new Desktop, due soon, *might* beat it

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Keep up to date with the latest developments, get the Atari Workshop newsletter regularly. Full of tips, hints and advice, it's completely free. Simply write or ring 0753 832212

**New from The Atari Workshop**

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**Two computers in one machine**
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Mega ST2 with 68000 CPU 8MHz and 80286 CPU 8MHz processors for IBM AT emulation (Norton Factor 6.7) ★ 45Meg hard disk (25ms) ★ ICD hard disk software ★ SM124 mono monitor
List price: £1500.00 + VAT **Saving: £240**

**More power for the programmer**
DEVELOPER'S DESKTOP £1399.50 + VAT
Comprises: Mega ST4 ★ ProCache fitted (16 mhz clock speed) ★ 45meg hard disk (25ms) ★ ICD hard disk software ★ SM124 mono monitor
List price: £1700.00 + VAT **Saving: £300**

## FASTER PROCESSORS

**More speed at your fingertips**

An accelerator board fits inside your ST, replacing the old processor (CPU), a 8Mhz 68000 chip. The speed increase varies according to the application being run but it is at least four times faster. Often many times more!

Accelerator boards come in a variety of types (shown on this page). One is sure to meet your speed requirements.

**PROCACHE ST+ £170.00 + VAT**
16 MHz 68000 CPU, 16kb cache memory, on board clock, Mega ST only.

**MACH 16 £208.26 + VAT**
16 MHz 68000 CPU, 16kb cache memory, Co-processor socket. Mega ST & STFM

**MACH 20 £565.21 + VAT**
16MHz 68020 CPU, 32kb cache - 32 bits wide. TOS 1.6 performance index 3.6. Mega ST only

**PROCACHE 030 £738.69 + VAT**
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## NEW High Density Floppy Drives

**More disk space from just £25**

Gives 1.44Mb on HD disks ★ Works with all ST's ★ Works with IBM emulators ★ Also reads/writes single or double density disks ★ Auto-recognition feature ★ DIY or workshop* installation

| | |
|---|---|
| HD Module + software | £24.95 |
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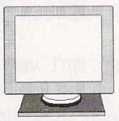
**Please ring for estimate*



## "Auto-Switch OverScan"

**Lots more monitor for just £49.50**

NEW New OverScan boosts mono or colour monitor size by between 15%–65% ★ Turns all of monitor border into working screen ★ Works with Multi-Sync Monitors and compatible with almost all known software ★ DIY or workshop* installation.

## NEW "Auto-Mouse" Switcher

**More convenience – £25**

Two or more devices automatically selected on mouse port ★ No more swapping of mouse and joystick ★Ideal for professional users needing mouse & track ball ★ Works on all ST's

## What is The Atari Workshop?

We are an independent company specialising in boosting, modifying and customising computers. Our products are mostly state-of-the-art solutions to system problems or limitations.

We keep constantly abreast with the latest developments in the USA and Europe in order to offer the newest and best in Atari technology.

All our products can be DIY fitted, though not by a complete novice. They come with easy step-by-step instructions and are backed up by our helpline during normal working hours.

Alternatively, if you prefer to leave it to professionals, you can send your equipment to us for modification by our team of engineers.

We offer fast turnaround, full warranties, and a quick collection and delivery service throughout the UK.

So whatever your requirement, contact Atari Workshop for a fast workable solution.

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## Golden Image Scanner

**MACHINE:** 1MBYTE STs
**PRICE:** £149
**FROM:** EVESHAM MICROS
**CONTACT:** (0386) 765500

Scanners are fun to use and enable you to produce professional illustrations very easily, but until recently scanners for the ST have been too expensive for the average user. The good news is that prices are falling – and the really good news is the recent launch of a brand new make of scanner from Golden Image.

The Golden Image Scanner looks much the same as most of the other makes available, though it is equipped with a sturdier than usual interface which plugs into the ST's cartridge port. It has a generously long cable connecting it to the interface, enabling you to use it comfortably on either side of your desk, and a power supply unit complete with a 13 amp plug is also provided.

Scans can be made in four resolutions, 100, 200, 300 and 400 dots per inch (dpi). The greater the resolution you select, the better

*"Results are just as good as the top scanners produce, at a fraction of the price"*

the image detail you get, but the trade-off for high resolution is that huge chunks of memory get used up, and the resulting pictures get very big and unmanageable. In practice, scans made at 200 dpi are fine for most purposes, but the extra power is there if you need it.

As well as being able to select different resolutions, you can pick four types of scanning mode. One of these is called Text, and is suitable for scanning not just text but any black and white images. The other three settings are for scanning photos or coloured pictures, and produce "dithered" images with patterns of dots in different densities and patterns to represent the various shades.

A handy contrast control is provided on the scanner to give the exact degree of sensitivity required for this operation, though trial and error is necessary to select the best settings for any given picture to be scanned, depending on the effect you want to create.

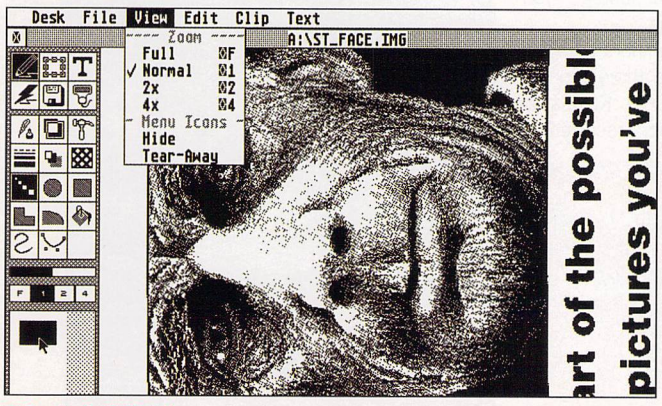
The Golden Image Scanner produces monochrome (black and white) pictures ➤

ST FORMAT GOLD

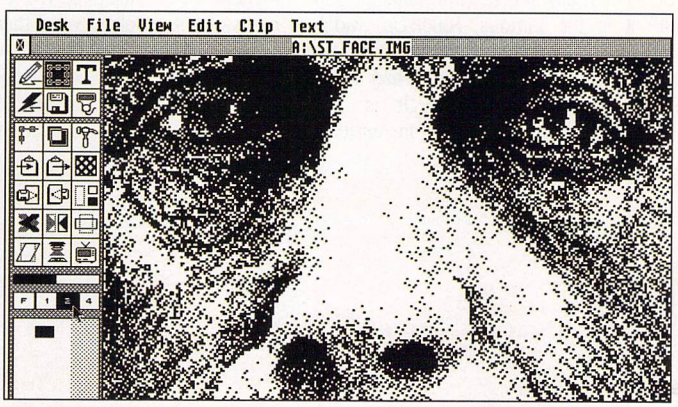
# gold standard

■ With the easy-to-use Golden Image scanner you can import pictures into your ST and use them in WP or DTP programs

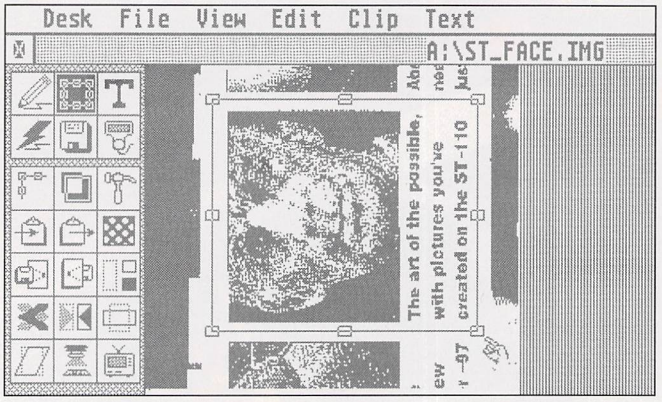
*Rob Cowan goes for gold with a brand new scanner package that doesn't cost too much brass, and brazenly reports, "Yes, scan do"*



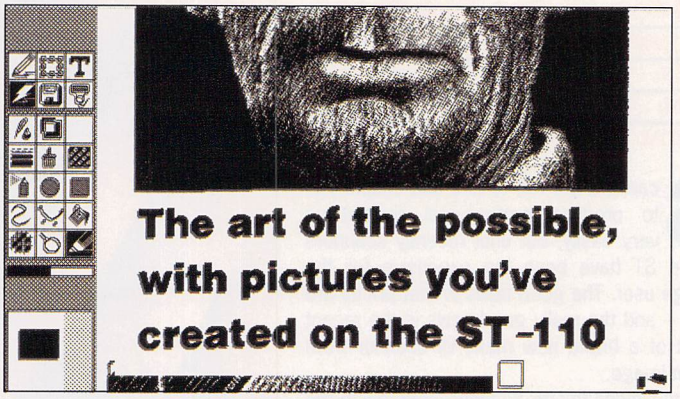

■ Part of *STF* 15's contents page scanned at 200 dpi, viewed at "Normal." To move around the image, you drag the black oblong (lower left of screen) or use the scroll bars of the GEM window



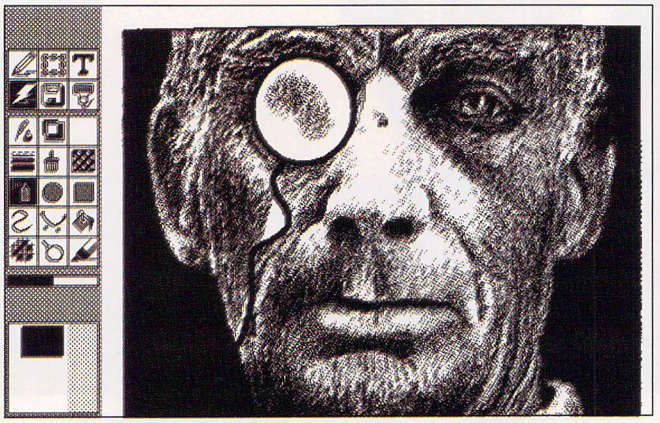

■ The Clip Box is rotated through 90° here, but any angle can be chosen. Then, viewing the picture at 2x magnification, you can perform a spot of pixel editing using the mouse pointer



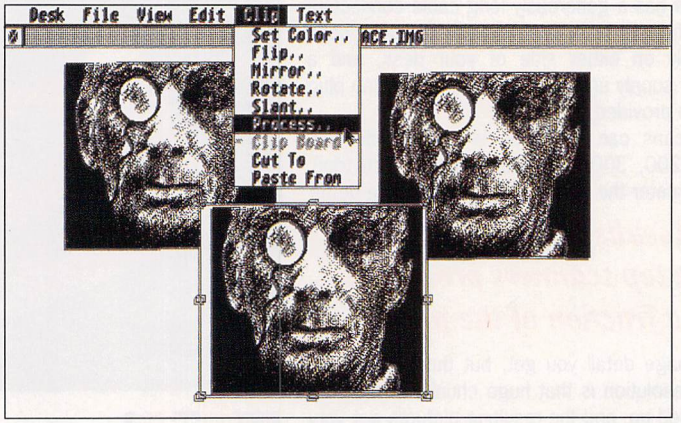

■ You can also view the scan at "Full" (not full size, but with the full image in the window) and define a rubber banded Clip Box around the section of interest so you can then process it




■ The scan needs tidying up, so in "Lightening Mode" (note the icon highlighted – and the awful pun!) there's a user-definable eraser you can employ to rub out unwanted bits of the picture



■ Using the drawing tools the picture can be ruined to taste. Note the artistic toning down of the monocle using the little spraycan (the tiny icon floating on the bridge of the nose)




■ Remove the Tools to make more room and the Clip Box image can be re-sized – or even used as a brush to paint multiple copies of itself, which can be either opaque or transparent

only, and works best with the Atari SM124 or SM125 monitor. It can be used with a colour monitor or TV screen, but the images are still only in monochrome. You need 1Mbyte of memory and a double sided disk drive, and the maximum width of scan is just over four inches, but the maximum length of a scan is limited only by your ST's available memory.

A scanner is, however, no use without suitable software to control it, and this is where the Golden Image Scanner really scores: the package supplied with it is the famous *Touch-Up*, widely acclaimed as the best around. The program's processing power is amazing, and it has all the features you could ever want. It is able to import and save images in virtually every format, including those used on the PC Contemptible and the Apple Macintosh, and it can even be used as a self-contained mono drawing program.

*Touch-Up* originates from Migraph, the US software house specializing in serious applications, and has been on sale at around the £150 mark. When you consider that the whole Golden Image package (scanner plus *Touch-Up*) is available from Evesham Micros (☎ 0386 765500), who supplied the review copy, for a mere £149 including VAT and postage, you realise what excellent value this is.

*"Where the Golden Image package really scores is the software: the widely-acclaimed Touch-Up has all the features you could ever want"*

The makers of other ST scanners had better pull their socks up! A mere three months ago (*ST FORMAT* 15) the £199 Kempston Daatascan Professional Scanner received a *FORMAT* Value rating of 93%, but now the Golden Image Scanner tops this in terms of quality of software and price. If you seriously shop around, you can pick up a PC scanner for as little as £99, but not with software as good as *Touch-Up*. Migraph's own scanner complete with *Touch-Up* was originally £399, but the Golden Image version produces results just as good and for a fraction of the price. ***stf***

## WHAT CAN A SCANNER DO FOR ME?

**One picture is worth a thousand words, they say – certainly, even a single picture can liven up any printed work you're producing. Using one of the many ST drawing programs to produce one, however, can take too long – assuming you have the artistic skill anyway – so the thing to do is use a scanner!**

**A scanner is an optical device that enables you to take any suitable drawing or photo and "scan" the image, translating it into electrical impulses (much like a TV camera, in fact) so that it appears almost instantly on your ST screen.**

**From there you can process the picture in many ways – like enlarging or reducing it, or touching up even fine details – before saving it onto disk just like any ordinary data. Then you can import it into your Wordprocessor or Desktop Publishing program, and insert it wherever you want it in your document.**

## FORMAT RATINGS

**GOLDEN IMAGE SCANNER/£149**
**Evesham Micros/0386 765500**

**Features** 95%
Good hardware, excellent software – does everything you could want it to do

**Speed** 85%
Not as fast as the Daatascan, but the image processing is amazing

**Ease of Use** 85%
Becomes second nature with use, but be prepared to read the very comprehensive manual!

**Results** 95%
Simply outstanding!

**FORMAT VALUE** 95%
Just has to win that rare *FORMAT* Gold!

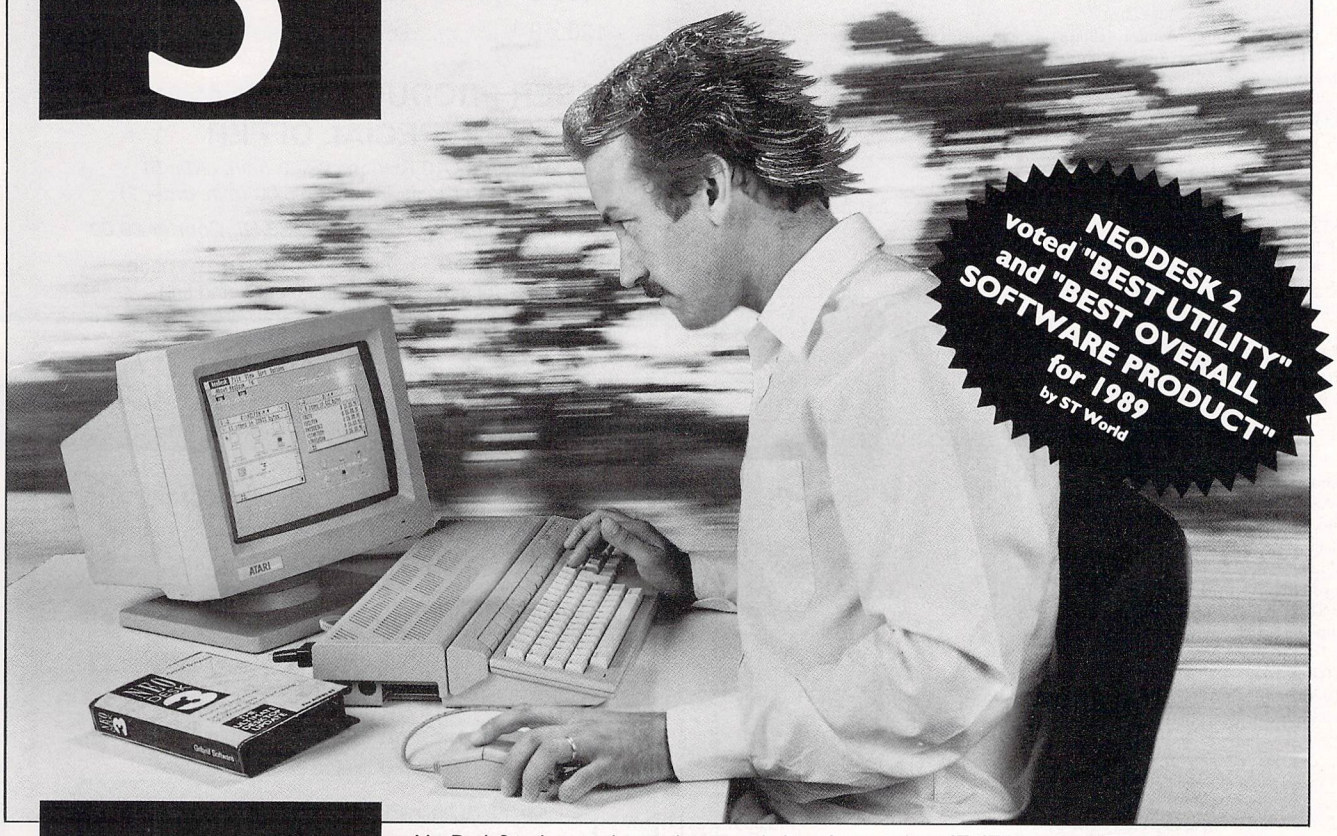
**The Competition**
How can they compete? Migraph (£399 Software Express ☎ 021 643 9100); Geniscan (£169 Datel Electronics ☎ 0782 744707); Daatascan (£199 Pandaal Marketing Ltd ☎ 0234 855666). See reviews in *STF* 9 and *STF* 15.

# NEO DESK 3

# Puts You in the Driving Seat

**High performance desktop enables you to:**

- **Organise your desktop for greater convenience**
- **Automate operations for speed**
- **Design your own personal desktop**
- **Make intelligent use of disks and memory**




**THE COMPLETE REPLACEMENT DESKTOP FOR THE ATARI ST, STE, MEGA AND TT**

NeoDesk 3 is the complete replacement desktop for your Atari ST, STE, Mega and TT, with a host of powerful features that will leave your existing desktop standing.
You'll be up to speed in no time and you'll quickly find your desktop organisation will become faster, more efficient and a pleasure to use.

- Accelerate into the fast lane with an automated series of operations executed at the touch of a button and smart file copying that saves time by efficient use of memory.
- Cruise through your desktop with extended drop down menus, a recoverable trash can and split windows to show two views of a single folder.
- Motor more efficiently by using file templates and sorting for totally flexible file access, including searching for missing files.
- Customise your desktop by designing your own icons, specifying colours and fill patterns and importing Neochrome or Degas graphics as backdrops.

NeoDesk 3 is quite simply the ultimate desktop and is available now for under £40. If you'd like more details on NeoDesk 3, just fill out the coupon, or contact your local Atari software dealer.

***Put your foot down — move up to NeoDesk 3.***

NeoDesk is a Trademark of Gribnif Software.
Copyright 1988, 1990 Gribnif Software.
NeoDesk is distributed in the U.K. by Electric Distribution.

**I would like to be in the driving seat – Please send me more information on NeoDesk 3 and the name of my local dealer.**

**Name:** _____

**Company:** _____

**Address:** _____

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**Postcode:** _____

**Telephone:** _____

**Please post this coupon to Sally Hay, Electric Distribution, Meadow Lane, St. Ives, Cambs. PE17 4LG.**
**Tel: (0480) 496666**
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| Star LC-10 Mono MRP £239.00 | £189.95 |
| Star LC-10 Colour MRP £299.00 | £219.95 |
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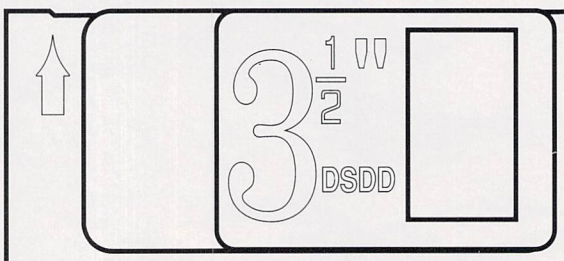


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# DESKTOP

***Start the year properly! Save your cash, have a joystick party, wipe your mouse clean and talk TOS – all with Desktop's Neil Jackson***

## CAUGHT IN THE GEM TRAP TOO?

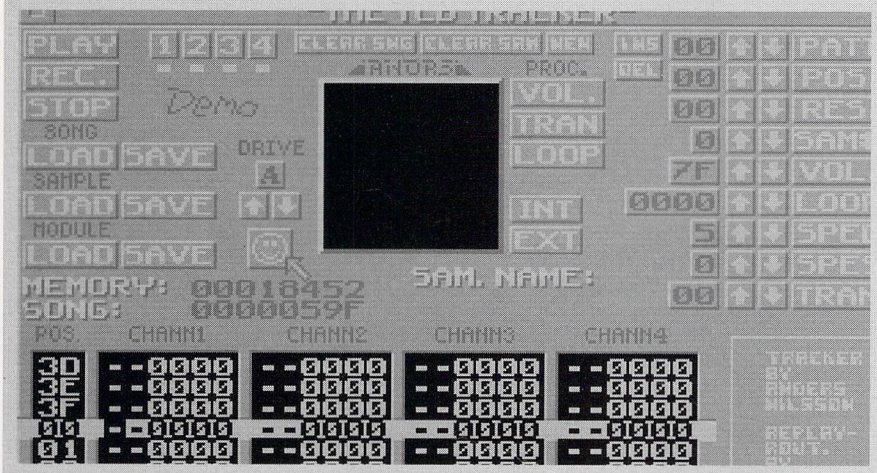
Graham Membery from Salisbury has a few problems operating the ST's Graphics Environment Manager (GEM) by machine code in his own programs. The GEM system can be called using the assembly language TRAP #2 functions, but it is notoriously confusing and generally badly documented. The TRAP #2 call is known as the Extended Basic Disk Operating System (XBDOS) and to work it, you load the D0.W register with your chosen function number, place an address pointer in D1.L and then call TRAP #2.

The XBDOS consists of two main facilities: the GEM Virtual Device Interface (VDI) which handles the ST's internal drawing functions; and the GEM Application Environment Services (AES) which handle the GEM window system and coordinate all the user inputs.

Operating these systems is a lengthy process because each system has a massive list of possible functions. It's beyond *Desktop's* scope to list them all here, but there is a book which does, as well as showing you how to use them: *The Concise Atari ST 68000 Programmer's Reference Guide* is by Katherine Peel, published by GLENTOP and costs £17.50.

Another problem of Graham's is finding out where the mouse's current coordinates are returned when he uses the XBIOS. Well, this one's a little more straightforward. The coordinates are stashed away in an area of memory known as the mouse packet-handler. To find out where this is you need to call the XBIOS function 34, kbdvbase, which returns pointers to the packet-handlers on the stack.

## DESK TOP TEN QUESTIONS




■ **The terrific *Tracker* Demo from *FORMAT* Cover Disk 16: undoubtedly the finest four-track sample player that's available... but it helps if you can load it**

**Here's the ten most asked questions that fall out of the *Desktop* 100lb-a-day postbag. Can you spot your favourite here? Keep reading and your question might just be answered...**

1. **Why does my disk drive light never go off when I'm playing games?**
2. **What's a root directory?**
3. **What does ST stand for?**
4. **Why can't I get the Cover Disk *Tracker* Demo to load?**
5. **Is there any way I can I turn my ST into an STE?**
6. **What's machine code?**
7. **What's the "Install Application" menu for?**
8. **How can I change the name of a file?**
9. **What's a sample?**
10. **Why can't I run high resolution programs on my colour monitor?**

***Turn to page 182 for all the answers!***

## LANGUAGE BARRIERS

My heart goes out to David Stanworth from Penmaenmawr, Gwynedd, who's studying for his City and Guilds Applications Programming. David's home-study course covers such scintillating languages as Pascal and (Aaagh! No, don't say it!) COBOL. He wants to know if he can get hold of PD versions of either of these so he can use them on his ST.

Sadly, on the COBOL front, there seems to be little or nothing out there – but if you know otherwise, perhaps you'd like to let me know. As for Pascal, things are a little better: Softville PD Library have four disks (LAN15, 16, 19 and 32) containing Pascal compilers, sample programs and helpfiles. Just give them a buzz on ☎ 0705 266509 and tell 'em we sent you.

## IFF ONLY IT WAS EASY!

Messing with Commodore Amiga games machines is sure to give you headaches, as Jonathon Langham from Cheltenham and Jay Lee from Capelle, Holland, know to their cost. They both want to convert Interchangeable File Format (IFF) pictures from Amiga (GM) to Atari ST. Jay wants to avoid the use of null-modem cables while Jonathon finds he can't read Amiga disks with his ST (that's 'cos they're crap, Jon). "What can we do?" they both cry.

Well, the first step is to use a program called DOS2DOS. This runs on the Amiga games machine and can write an Amiga file to an IBM-PC disk. It even formats the PC disks for you; all you need is a standard 3.5 inch ST or Amiga disk to start with. "But why write to a PC disk?" everyone asks. Because the ST can read PC disks with no trouble at all.

You take the PC disk, which now has the IFF file on, and bung it in the ST. Now you can load it up into *DeluxePaint,* or a file-convertor, as easily as a PI1 picture. For a range of conversion programs which can handle IFF files (plus loads of others), check out the *ST FORMAT* Graphics Collection on page 207.

## INACCESSIBLE ACCESSORIES

Andrew Buckley from Belfast is getting into difficulties with STOS, the programming language from Mandarin. He's got the main part of the program working, but can't suss out how to work the accessories which come supplied. The STOS manual is not very helpful in that department, since it doesn't explain that all the ➤

accessories are archived. An archived file (which should have a .ARC extension) is one that is compressed and cannot be run from the desktop in the normal way: you need to un-archive it first.

To do this, copy the file to a blank disk along with the program ARC.TTP, which handles the decompression. Then double-click on ARC.TTP to bring up a dialogue box. In this box, type "xh FILENAME.ARC *.*", where FILENAME.ARC is the name of the file you wish to un-archive. The x stands for extract and the h holds the screen after the decompression instead of returning straight to the desktop. On-screen messages show you if the un-archiving is successful.

The next step with the STOS accessories is to load them into the main program. First run the language program and then enter "accload filename.acb". This loads the accessory into STOS memory space and you can then call it by hitting the [Help] key followed by the indicated function key.

## DIRTY RODENTS WITH STICKY BALLS?

Is your mouse giving you gyp? Does it judder its way across the table, making the cursor jump like a thing possessed? Yes? Well, before you rush out and buy a brand new mouse, take the time to check this out.

Open the trapdoor in the belly of the mouse and grab hold of the ball inside (ooer missus, etc). If it's dirty, give it a wipe with a damp, lint-free cloth and leave it to dry. Making sure that the mouse is unplugged from your ST, undo the two small screws near the tail and carefully lift off the cover. Inside you find three metal rollers and (more than likely) there's a ring of black gunge around the centre of each one. Scrape this off with a non-metallic spatula or a stiff bit of plastic and blow out the muck as you free it.

When everything is looking clean and shiny again, replace the cover and screw it back into place. Pop the ball back in its socket and replace the trapdoor. You should find your mouse is now in fine fettle and moves smoothly across your desktop like it used to, back in the

```
ARC - Archive utility, 5.12 - Atari ST

Usage: ARC <amufdxerplvtc>[bswnh][g<password>] <archive> [<filename> . . .]

Where:  a   = add files to archive
        m   = move files to archive
        u   = update files in archive
        f   = freshen files in archive
        d   = delete files from archive
        x,e = extract files from archive
        r   = run one file with arguments from archive
        p   = copy files from archive to standard output
        l   = list files in archive
        v   = verbose listing of files in archive
        t   = test archive integrity
        c   = convert entry to new packing method
        b   = retain backup copy of archive
        s   = suppress compression (store only)
        w   = suppress warning messages
        n   = suppress notes and comments
        h   = hold screen before returning to Desktop
        g   = Encrypt/decrypt archive entry

Atari ST version developed by Harvey Johnson
press any key to continue
```

■ **ARC, the famous ST file archiver and compressor, has many functions you don't often hear about (like "verbose listing"!). Here's that list of features in full**

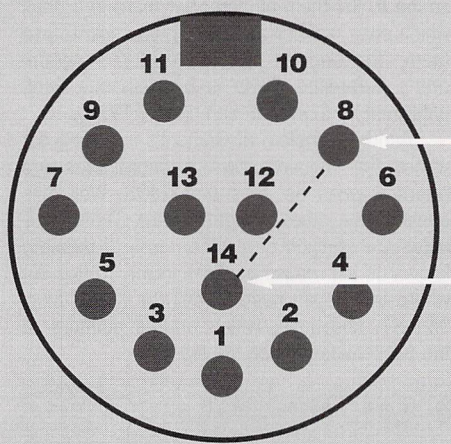
## SHORT CUT ANTI-VIRUS CON-NECTION

Virus-fever is (belatedly) sweeping the ST world. More and more people are realising that the *Sun's* original stories of infectious computers, dangerous hardware-and-human-killing diseases are... let's face it, complete bollocks. Now most ST users are aware that it's *data* that's in danger, and that some form of preventative measure is a worthwhile investment. But as with all scary diseases, there's always some charlatan opportunist waiting in the wings with a cure-all, medicine-show bottle of Mr Fixit's Patent Disinfectant and Profit-Enhancer.

In the case of the ST, there's a number of Hardware Virus Protectors appearing. These stubby-looking devices fit into the disk drive port and short out the Motor On signal to the Write Protect signal, making the ST think that all disks are write-protected. There's no doubt that this does stop viruses, but if you do want to write to a disk, you must break the connection by flicking the switch on the protector. This then leaves your disk open to attack, in exactly the same way as it would be normally. So what's the point?

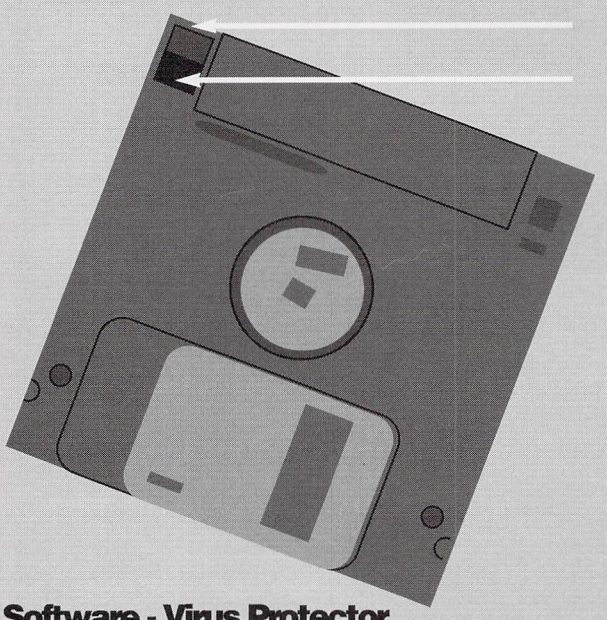
You could just as easily, and much more cheaply, use the correct method of Virus- and Write-protection – the Write-Enable tab on the disk itself. With the tab in the closed position, the ST can write to the disk, while the open position prevents any writing occurring. Total cost? Absolutely nothing!

**The St's Floppy Disk Port**




**Hardware - Virus Protector**

**The Floppy Disk**




**Software - Virus Protector**

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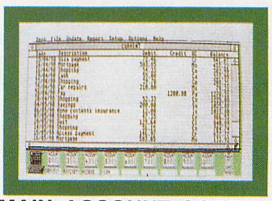
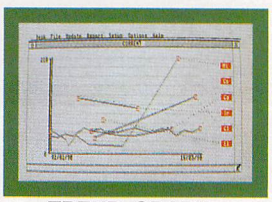
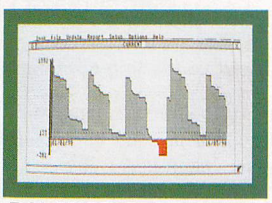


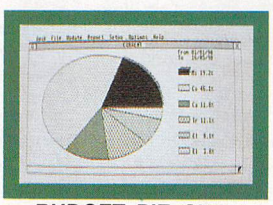
MAIN ACCOUNT SCREEN



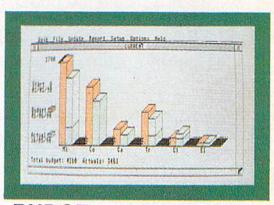
TREND GRAPH



BALANCE PLOT GRAPH



BUDGET PIE CHART



BUDGET COMPARISION BAR GRAPH

## PERSONAL FINANCE PROGRAM BY PETER VEALE

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**Entry Posting**
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**Selectable Columns**
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**Multiple Views**
Up to 5 views of any one window can be displayed at the same time. This allows different parts of the account to be visible through independent scrolling, or copies of graphs to be displayed covering different time periods. A total of 67 windows are defined.

**Account Files**
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**GEM**
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**Upgrading from PFM**
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On-screen displays and printouts for budget comparison tables and account summaries , in addition to the normal statement and standing order printouts.

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**Desktop**
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Four different types of graph plot are available. A balance plot, a pie chart showing selected budget categories, a budget comparison bar chart and a trend graph. The trend graph can be used to show long term increases or decreases in your bills. All graphs auto-scale to fit window size.

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# DESK TOP TEN – THE ANSWERS

**Still troubled by those techie-traumas on page 179? Here's those answers in full...**

**1 Some versions of TOS were more difficult than others to operate. The most visible of these differences was the operation of the drive. As a result, some commercial programs don't turn the drive or the drive light off correctly. There's not a lot you can do about this one, sadly, except learn to live with it.**

**2 The directory system is like a tree, with each successive folder branching off from the main directory. As this main directory is the anchor point for all folders it's known as the root. Obvious really, innit?**

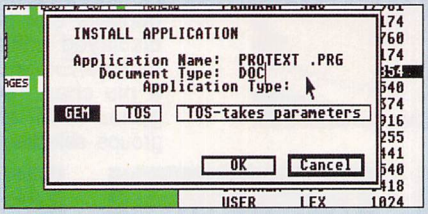
**3 ST could stand for Something Terrible, but doesn't. It doesn't stand for System TOS, Slimy Toad, or Special Terminal either. As far as we know, it actually stands for Sam Tramiel, son of Jack, the man who's the root directory of Atari (sort of).**

**4 Aha! Confession time. The *Tracker* Demo on *STF* Cover Disk 16 won't work properly if it's still in its folder. You need to copy everything from the Tracker folder (except the folder itself) onto the root directory of a blank disk.**

**5 Er, no. At least not yet. But rumour has it that certain companies are slavishly working away to try and make the ultimate add-on which will do the job. John Russell Innovations from the USA have already come up with a 4096 colour board which works in all STs. Watch out for an *STF* review soon...**

**6 Machine code is the special, secret language which the 68000 processor inside your ST talks. A humanised version of machine code has been developed and this is known as assembly language. Some programmers can speak this fluently, even after several pints of lager and a dubious fag or two. But for the majority, even assembly language is a total mindwarp. BASIC and C languages are preferable, as the compiler or interpreter takes the legible human input and turns it into machine code at runtime.**

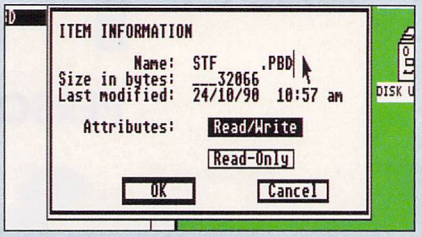
**7 Installing applications? Sorry, but it is! Using this menu you can tell the ST that every time you double-click on a certain type of data file, it must load the correct program file first. You could, for example, install *First Word* with a document type DOC. Then every time you click**




■ **The short cut to loading applications**

**on a text file with the DOC ending, *First Word* automatically loads up, and the document is there waiting for you. Brilliant, eh?**

**8 The easiest way is to highlight your chosen file by clicking on it once, then nip up to the File menu on the Desktop and select Show Info**




■ **The first step to changing a filename**

**from the list. You can then edit the name directly using the keyboard and cursor keys. Hit OK to make the changes permanent.**

**9 A sample is a small jar filled with a yellow foul-smelling liquid, often found in doctors' surgeries. It's also a digital representation of a sound, stored as a block of data. A device, known as an Analogue to Digital Converter examines an input sound, calculating the sound level thousands of times a second. It's this level information which is stored, and then replayed through a Digital to Analogue Converter when you want to hear the sound again.**

**10 Atari high resolution monitors run at a different frequency to normal tellies and monitors. This is so they can cope with the larger number of pixels and scan lines required for a high resolution display. You can get high resolution emulator programs (from most PD libraries) which make the ST think that it's running in high res, even though you have a colour TV or monitor connected. Sadly, you don't get something for nothing – if you use an emulator program the display is noticeably scruffier, since many scan lines have to be missed to make the screen visible.**

good ol' days. Thanks to Arthur Vest from County Durham for that money-saving DIY tip.

## ANY OLD TOS?

John Wright from Wokingham has clocked Ladbroke Computing's ad in *ST FORMAT* and wants to know about the TOS 1.4 ROMs that are advertised. He's got TOS version 1.02 in his 520STFM and he'd like to upgrade. "What are the pros and cons?" he asks.

Well, in its favour, TOS 1.4 has four major enhancements over the old 1.02 version. Firstly, it has a much better file-selector which gives you much more control over the directory searching you need to do when loading up data files from within a GEM program. Secondly, it loads programs from disk a lot more quickly than 1.02, especially if you have more than a megabyte of memory on board your ST

Thirdly, it has no upper limit on the size of any hard disk partitions you wish to use, unlike 1.02 which could only handle 16MByte partition sizes. And lastly, the infamous 40 folder bug no longer exists on TOS 1.4: you can now create as many folders as you wish without fear of crashing the system.

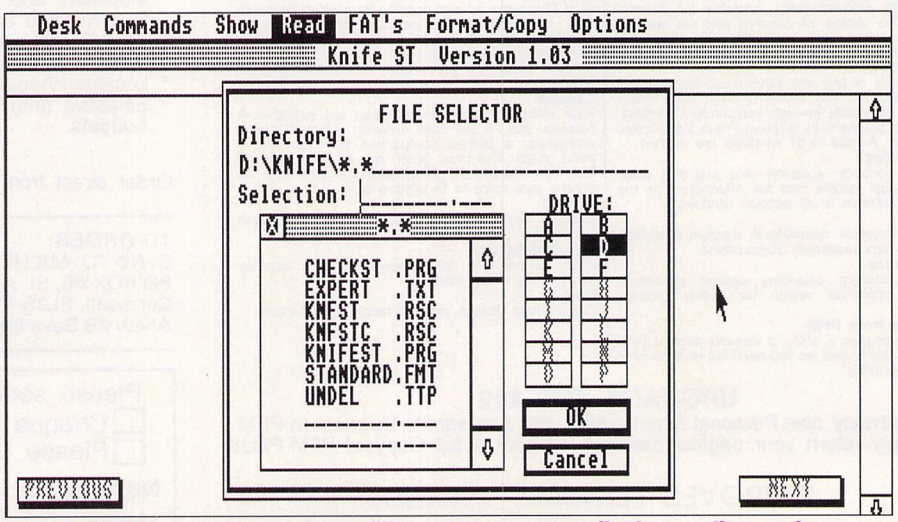
And the down side? Not as bad as it might have been! The new ROMs won't work on STEs (but you'd hardly need them if you had an STE anyway!) or some of the very early STMs which had to load their operating system from disk each time. For more info contact Ladbroke Computing ☎ 0772 203166.

## STE... STE... STEREO

The great fanfare that heralded the launch of the all-singing, all-sampling STE was followed by a deafening silence, especially as far as music editing packages were concerned. Geoff Howlett is one of the many new STE owners who want to grab the machine by the crotchets and make beautiful music, but the music package supplied with the machine, *Music Maker*, produces three channels of plinkety-plonk and a fourth which sounds like deflating inner tubes. Geoff wants to know how this is supposed to make the STE the musical melody-maker it was reported as being.

Well, Geoff, it's not that the STE isn't as good as it proclaims, but it is only as good as the software that drives it, and at the moment there are not very many music packages specifically written for the STE. But surely (I hear you ask) someone, somewhere, is writing lots of funky sound editor systems for it?

After a long search, *Desktop* managed to trace one excellent piece of software that




■ **TOS 1.4 lets you get around your filing system more easily than earlier versions – just what you need when the Christmas sherry is making life difficult too**

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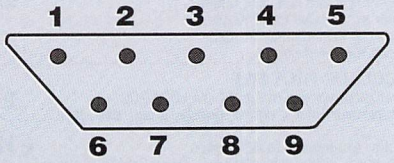
enables you to experiment with the DMA sound systems, modify the 8-bit PCM waveforms and generally do the kind of things you don't stand a hope of doing on an old ST. And, even better, this rare little bundle of treasure is public domain! It's called the *STE DMA Sound Editor* and it's available from Riverdene PDL ☎ 0734 452416. Meanwhile, if you happen to know of any radical STE software that enables you to push the machine to its limits (but not games, please), why not drop us a line at *Desktop* and tell us all about it? ***stf***

## FOUR OLD ACQUAINTANCES NOT TO BE FORGOT

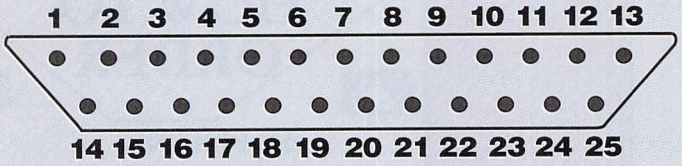
Christmas is coming and the wallet's getting flat, so how do you fancy saving a few bob and having a party atmosphere on your ST at the same time? You can do it with this four-player joystick adaptor created by Ben King from Gloucester. Now you and three of your mates (mates always come in threes) can get together for a massive bash at those great four-player games like *Gauntlet 2, Leathernecks* and *Kick Off 2.*

You need two 9-pin joystick sockets and hoods, half a metre of multi-core cable (with at least six wires inside) and a 25-way printer plug and hood. (You can get all these bits from Maplins Electronics, PO Box 3, Rayleigh, Essex SS6 8LR, ☎ 0702 554161 (Sales) or ☎ 0702 552911 (Enquiries).)

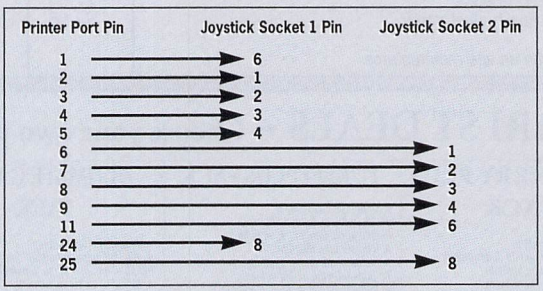
The whole lot should cost less than £4.50. When you've got it all, solder the wires to the sockets and plugs as shown below, plug it all in – and invite your pals around!




**Looking into the 9 - Pin joystick socket**




**Looking into the 25 - Pin D plug (printer plug)**




■ **Switch to party program, Brad, with the build-it-yourself, four-player joystick adapter. It's as easy as pie to put together, dirt cheap, and it's bound to make you the envy of all your mates (well, prob'ly)**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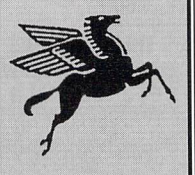

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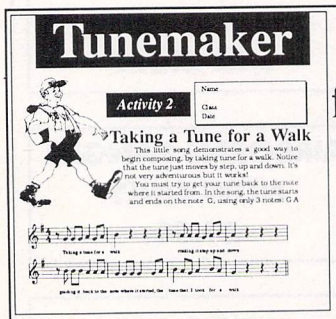


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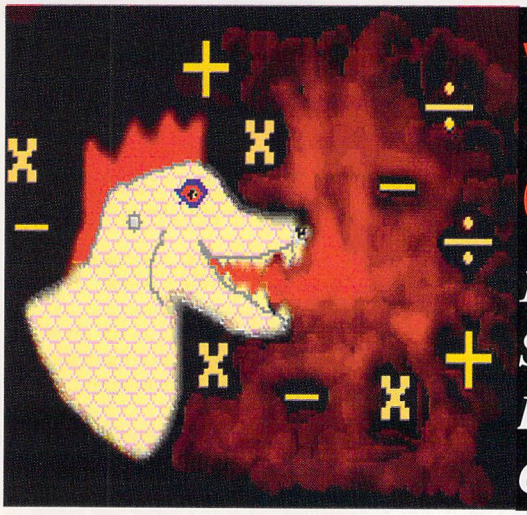


# what dragons can teach you

***1990 has seen a bumper crop of new ST-dedicated educational software houses. David Jones talks to the man from Coombe Valley and examines their releases***

## Maths Dragons, Cave Maze, Tidy the House

**AGE RANGE:** 6 – 12+ (SEE REVIEW)
**MACHINE:** COLOUR STs
**SKILLS:** LINGUISTIC, LOGIC, KEYBOARD
**PRICE:** £12
**FROM:** COOMBE VALLEY SOFTWARE
**CONTACT:** (0626) 779695

Coombe Valley's first three offerings are educational adventures, presented in the familiar text and picture format common to adventure games. As with their less educational counterparts, the adventures each present pictures and descriptions of each location. Responses are all entered from the keyboard. The programs have limited but adequate vocabularies, which include take, drop, examine, open, and look. You move from one location by entering the directions N, S, E and W.

This is all pretty familiar stuff. What is unfamiliar is the way the programs are written with children in mind. Settings are instantly appealing: a dragon's castle, a holiday island and even an untidy house. Storylines are amusingly written using simple (but never boring) vocabularies. Pictures are colourful and attractive, complementing the text excellently. Each adventure is large enough to keep children interested for a good period without overwhelming them with complex mazes or puzzles.

The first, *Maths Dragons*, combines logic, reading and keyboard skills with a generous helping of arithmetic questions. After the program loads you are prompted to choose which type, or combination of types, of maths questions you wish to answer. These range from addition only to a combination of addition, subtraction, multiplication and division. So that the "level" can be set to match any child's mathematical ability, you are next prompted to set the maximum numerical value of the answers.

*"Educational adventure games seem the natural way forward for edsoft: they develop keyboard skills and encourage children to read, rather than just watch pretty pictures"*

■ ***Maths Dragons:*** **answer the question... then you can play. Not quite as threatening as the usual adventure game dragon!**

Once you answer these initial questions the adventure starts. You enter the lair of a cunning group of fire-breathing reptiles, friendly, playful creatures – playful to the point of being mischievous. Your quest starts in the playroom in the centre of the lair. Apparently, you were playing with your favourite train set and left the room for a few minutes. When you returned to the playroom you found that the baby dragons had decided to play a totally different game, hiding the pieces of the train set. Your job is to search the lair, return the 15 pieces to the playroom and reconstruct the set.

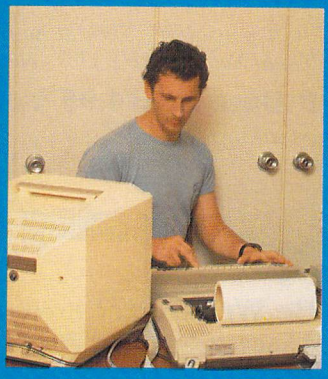
Finding each piece involves searching a maze of 21 locations, which is fairly simple. Once you find an item you can pick it up, but as you can only carry a few pieces at a time you have to return frequently to the playroom to drop items. The quest could be fairly straightforward but for one ingredient: Maths Dragons.

As you move between locations you may bump into one. If you do, he asks a maths question. Type in the right answer and the numerical dragon disappears. When the answer is wrong, the dragon takes a piece of the train set from you and hides it again.

## WHY THIS MAN BELIEVES THERE IS ROOM FOR HIM

**Coombe Valley Software operates out of the Teignmouth home of Ian Lycett-King, who has recently parted company with the blackboard jungle. As such it typifies the growing number of small, often family-run, concerns whose initiators risk all on their ideas, their programming skills and their marketing abilities.**

**This month the company release three educational adventure games for the ST (reviewed above) that fill a gap in the ST's edsoft market. There is widespread agreement that such programs can complement various areas of the curriculum as well as stimulate children to progress to topics that might otherwise be ignored. To date, however, there has been only one such program available for the ST, School Software's *Three Bears* – a rather odd package of highly limited use.**



■ **A man with a mission: ex-teacher Ian Lycett-King, boss of Coombe Valley Software, knows what kids need and is out to give it to 'em**

**Coombe Valley's offerings return to the text/still picture type adventures, and Ian sees such programs as the natural way forward in educational programming. "They encourage children to read," he says, "rather than watch pretty pictures move around the screen in front of them. It also gets away from using just one or two keys to do everything. This in turn develops keyboard skills, a necessity for all school children nowadays. It's also a requirement of the National Curriculum."**

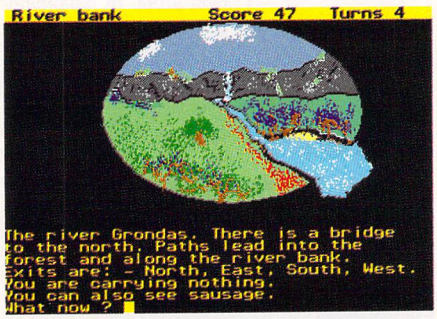
**Ian avoids placing time limits within his programs, since such limits often fluster children when they cannot meet them – especially if they have poor keyboard skills. And the software is flexible, with numerous levels of difficulty and the option of choosing increasingly difficult routes through the programs.**

**1990 has seen a greater number of new ST edsoft houses open their doors for business than ever before. But good programming and marketing alone cannot ensure their survival in an increasingly critical and competitive market. An understanding of the modern educational system and those it claims to serve (the children!) is essential in the production of any form of edsoft. Time will tell whether Ian's got it right.**

*Maths Dragons* encourages the development of several skills. Because of the adaptability of the maths problems it should appeal to a wide age range, from 6 possibly up to 12.

*Cave Maze* is a far more complex adventure. Unlike *Maths Dragons*, however, it doesn't test any additional skills. The game is set on a holiday island, and initially, you are presented with a map of the various locations you will encounter. You get a brief opportunity to examine the map, and then in short order the adventure starts.

Exploring the island, you come across a baby dragon, apparently separated from his family, and your task is to reunite him with his worried parents. First job: find his lunchbox. This has a map of the island in it. Having achieved this reasonably easy task, you can call up the map at any time during the game.




■ ***Cave Maze*** **develops reading, keyboard and logic skills – but with baby dragon in tow can you find the way to his parents?**

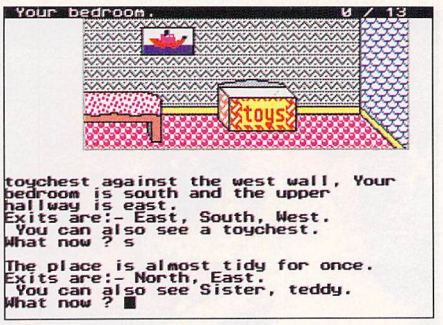
> *"These programs are all well written and sympathetic to the abilities and interests of their target audiences"*

The journey through the game is in two distinct parts. The first involves tramping around the island and finding a maze of caves. In this part various useful objects are scattered around the locations. Because the places in which objects are found change each time the game is played, children must search the island on every occasion.

The second part of the game is more difficult. Here, you encounter a maze of caves peppered with more objects and obstacles. Each obstacle represents a puzzle, the solution to which requires some logical and often devious thought.

*Cave Maze* is a really fun adventure, pitched at a level that doesn't prove to be impossible for any child in the latter years of primary education. The complex puzzles will also keep some younger secondary school children guessing. It both requires and encourages logical thought to enable young adventurers to work through the story and eventually reunite the happy family.

*Tidy The House*, set in the much more familiar territory of an untidy house, is the easiest of this trilogy, and is therefore well-suited to children from six to ten. Mum nips out for a few minutes, and you (as the oldest in a family of three children) must get your younger brother and sister dressed and tidy those toys away! The problem, however, is that their clothes and toys are scattered just about anywhere (and everywhere). The game progresses as you locate toys, clothes and other objects and




■ ***Tidy the House*** **makes it fun for all the little ones to tidy up after themselves – talk about your hidden curriculum!**

dress brother and sister in the correct order. *Tidy The House* is an easy-to-play but highly effective adventure which I recommend for children at the lower end of the target age range.

Educational adventure games can work on two levels. Firstly, they encourage reading, keyboard, logical and other skills. Secondly, they combine and consolidate material covered in class or possibly form the basis of new projects. Coombe Valley's first three programs have the depth, complexity and potential appeal to be used on either of these levels. They are all well written and sympathetic to the abilities and interests of their target audiences. ***stf***

| | |
|---|---|
| GRAPHICS | 7 |
| VALUE FOR MONEY | 8 |
| LONG TERM INTEREST | 8 |
| EDUCATIONAL VALUE | 8 |
| **OVERALL** | **79%** |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# Public Education

***There's hardly anything worth bothering with in the Public Domain as far as educational software goes. Everyone knows that. The only thing is, it simply isn't true – as David Jones proves in the first part of a four part trawl through the range of PD edsoft offerings***

Such is the supposed shortage of decent education software in the Public Domain that I expected to find, at best, a few rather jaded and tedious programs. I was in for a rather pleasant surprise.

There are over 150 dedicated-educational programs, ranging from the appalling to the brilliant. In addition to these, there are many more disks that PD libraries are reluctant to see as educational but can be of use in GCSEs and A-levels in subjects as diverse as Physics, Art, Geography and History.

Over the next few months *ST FORMAT* examines the contribution that PD software can make to the ST as an educational tool. We begin with programs for children under five, and in later articles we'll look at material for primary, secondary and post-GCSE courses.

To accompany these round-ups, each month *ST FORMAT* presents one of the better examples of the available software for you to sample on the Cover Disk.

With the commercial market clearly weighted towards primary and pre-school education, you'd expect the same discrepancy in the PD market. Quite the opposite is true: the majority of the available software is directed at specialist areas of the secondary and post-secondary areas of education. But more of that in later issues. For now, let's look at the toddlers.

## UNDER 5s

After taking away the games which claim to be educational but are not, and most of the terrible commercial demos, we're left with 27 programs of educational value to pre-school kids.

Some are horrible. In *Baby Ball*, for instance, a circular sprite moves around the screen: its colour and direction can be changed randomly by pressing virtually anything on the keyboard. *Katie* is an example of totally pointless programming: type in a letter and a large version of it appears on the screen... wow!

If we further ignore *Kids ABC* (in which the alphabet is entered from the keyboard – in order – to play Baa Baa Black Sheep) and two rather dubious introductory spelling programs *(Word Pic* and *Spell Pic)*, we're down to a list of reasonable material.

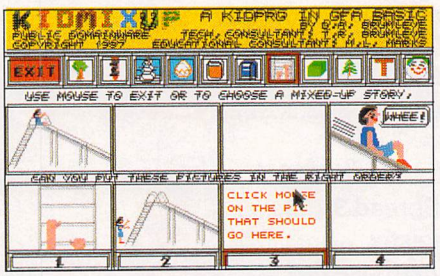
Simple art programs make up the lion's share of the Under 5s PD software. The majority are the work of the ever-prolific DA Brumleve and, as a result, many give you a distinct sense of *déjà-vu*.

*Kid Graph*, the most basic, works on the principle of filling a grid of squares with colours to make a picture. In *Kid Grid*, the squares are replaced by triangles, and in the updated version, *Kid Grid 2*, the triangles become much smaller so the final pictures can be more complex. *Kid Puzzle* is an extension of the *Kid Grid* idea where children have to click around the empty grid until they locate "magic squares" which prompt part of a picture to be drawn on the screen.

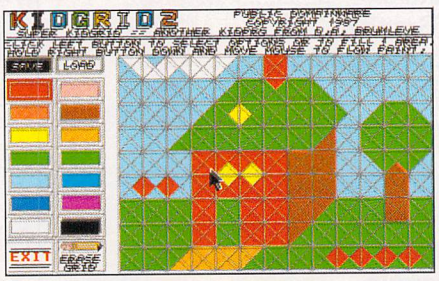
Similarly, *Kid Shapes* and *Kid Shapes 2* extend the painting and design ideas of *Kid Grid* and enable a variety of shapes as well as colours to be positioned within the squares on the screen. These work with varying degrees of success: some children are fascinated by them, others may be less enthusiastic.

Moving away from the idea of a grid is *Kid Sketch*, simulating one of those hand-held plastic drawing machines where you twiddle the knobs to get a rather angular picture.

Brumleve's best "art" program (and also one of the best of the Under 5s PD inclusions), *Dot To Dot*, taxes a number of skills: see Cover Disk pages and, indeed, the Cover Disk itself. First, children have to count and click on each of a series of numbered dots in order to create a picture (the numerical sequence can be replaced by an alphabetic one). Having achieved this, they have the opportunity to colour their pictures.




■ **Re-organise the 11 stories in *Kid Mixup* – preschool job training for Art Directors**

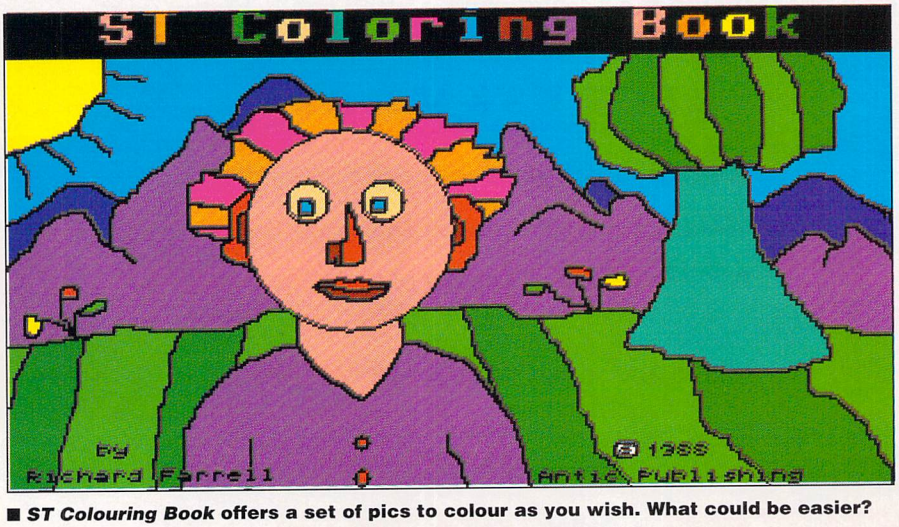



■ **Fill the grid with colour and make a pic. *Kid Grid* is one of many similar programs**

A second program, *Dot Maker*, enables parents and teachers to generate their own puzzles for children to use. The final colouring and drawing program, Richard Farrell's *ST Colouring Book*, is also excellent. This again allows children to colour pictures to their hearts' content. Five outline pics are provided with the program and can be added to using the program's simple drawing facility.

All the music programs for under 5s come out of the Brumleve stable. In *Kid Music*, you click with the mouse on one of eight pictures and you then hear the relevant tune. The results can best be described as tacky and at worst as totally unrecognisable.

*Kid Notes* goes a stage beyond this. This time there are ten pictures to choose from, positioned above a large keyboard. Select a ➤




■ ***ST Colouring Book* offers a set of pics to colour as you wish. What could be easier?**

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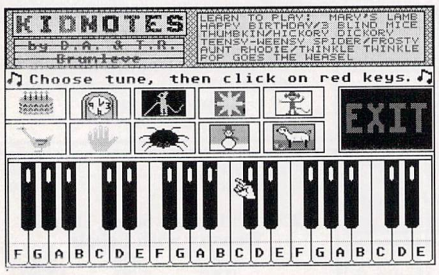
tune and one of the keys turns red. The idea is to click on the red key, hear the note, then click on the next red key and so on until you have played the tune. This program would be fine if, apart from the pitch of each note, it also took the note's duration into account. In *Kid Piano*, there are no pictures, just the keyboard for children to drag the mouse over. Eat your heart out, Wolfgang Amadeus!

The final main group of PD edsoft can broadly be described as "story programs." In *Kid Mix-Up*, you're presented with a jumbled sequence of four pictures which you have to sort into a simple storyboard. This is an effective little program that comes with eleven examples. Despite this, interest wanes fairly rapidly because of the brevity of each sequence.

In *Kid Song* (or *Makin' Aikin'* depending upon where you buy it) a simple song develops in response to children's selections of eyes, noses and so on. The program is rather crude




■ **Use your ST to learn to play music? No, in *Kid Notes* you learn to drag a mouse!**

but the results can be hilarious. *Kid Story* also acts in response to what you choose in the program, but the final result is just a silly rendering of Little Red Riding Hood.

This leaves seven programs which do not readily fall into any of the above categories. *Spelling* presents words on the screen which have to be re-entered from the keyboard. The results are rather good, since each correct spelling is rewarded with a digitised picture. *ABCD* is a poorly presented but effective alphabet tutor with numerous options including matching letters, finding missing letters and typing in the next letter of a sequence. *Kid Colour*, which helps children to match words to colours, is OK despite the rather odd selection of words (like "tan" for brown).

*Kid Potato* enables children to dress a spud. (Remember Mr Potato Head? At least this one will save on the grocery bill.) *Barnyard* (or *Tiffany's Barnyard)*, although designed and sold as a pre-school game, is beyond most under 5s. In this, children have to click on pairs of doors to match the hidden names of animals. Get it right and the door stays open. With 28 doors (and therefore 14 pairs) to choose from, prepare for frustration and tears!

The *Fun School 2* demo is rather frustrating to watch. I feel sure that any child who sees this will want to dive into the programs.

Finally, there's *Kid Publisher* V2.1. Although not really aimed at the Under 5s, it can be used to generate pictures along with words which can be used to encourage reading skills. This is very much the poor relation of *Kid Publisher Professional* (fully reviewed in *ST FORMAT* 11).

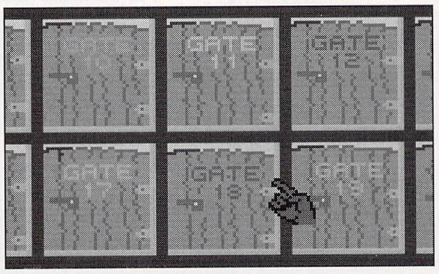
So, you pays your money and you takes your chance. But, at around £2.50 for disk containing several of these programs, the risk is minimal and the rewards could be high. ***stf***

## FORMAT GUIDE TO UNDER-5s PD EDSOFT

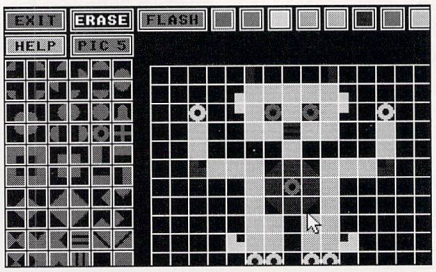
| | | |
|---|---|---|
| ABCD | **** | Goodman PD - EDU6 |
| Baby Ball | * | ST Club - EDD4 |
| Barnyard | ** | Goodman PD - EDU1; ST Club - EDD1 |
| Colour Book | | See ST Colouring Book |
| Dot to Dot | ***** | Pdom - A132 |
| Fun School 2 Demo | ** | Page 6 - ST187 |
| Katie | * | Floppyshop - EDU1C |
| Kid Colour | **** | Pdom - A132 |
| Kid Graph | *** | BSoft - K12; Floppyshop - GAM26C; Pdom - A47 |
| Kid Grid | *** | Goodman PD - EDU1; ST Club - EDD5 |
| Kid Grid 2 | *** | Bsoft - K12; Floppyshop - GAM26C; Pdom - A47 |
| Kid Mix-Up | *** | Page 6 - ST114 |
| Kid Music | ** | Bsoft - K12; Floppyshop - GAM26C; Goodman PD - EDU2; Page 6 - ST114; Pdom - A47 |
| Kid Notes | *** | Bsoft - K12; Floppyshop - GAM26C; Goodman PD - EDU5; Pdom - A47 |
| Kid Piano | *** | Bsoft - K12; Floppyshop - GAM26C; Goodman PD - EDU2; Page 6 - ST114; Pdom - A47 |
| Kid Potato | **** | Bsoft - K13; Goodman PD - EDU3; Page 6 - ST114; Pdom - A100; ST Club - EDD4 |
| Kid Publisher V 2.1 | **** | Bsoft - K15; Floppyshop - GAM44C; Goodman PD - EDU4; Page 6 - ST163; Pdom - A101; ST Club - EDD4 |
| Kid Puzzle | ** | Goodman PD - EDU5; ST Club - EDD4 |
| Kid Shapes | *** | Floppyshop - GAM79C; Goodman PD - EDU2 |
| Kid Shapes 2 | **** | Page 6 - ST131; Pdom - A132; ST Club - EDD5 |
| Kid Sketch | *** | Bsoft - K13; Goodman PD - EDU3; Pdom - A100; ST Club - EDD4 |
| Kid Song | *** | Bsoft - K14; Goodman PD - EDU5; Pdom - A101; ST Club - EDD5 |
| Kid Story | *** | Bsoft - K13; Floppyshop - EDU1C; Goodman PD - EDU5; Pdom - A100; ST Club - EDD8 |
| Kids ABC | * | Bsoft - K13; Goodman PD - EDU5; Page 6 - ST114; Pdom - A100 |
| Makin' Aikin' | | See Kid Song |
| Spell Pic | ** | Floppyshop - GAM44C; Goodman PD - EDU5; ST Club - EDD9 |
| Spelling | **** | Floppyshop - EDU1CST |
| Colouring Book | ***** | Page 6 - ST290; ST Club - EDD8 |
| Tiffany's Barnyard | | See Barnyard |
| Word Pic | * | Floppyshop - GAM44C; Goodman PD - EDU5; Page 6 - ST163; ST Club - EDD9 |

**KEY**

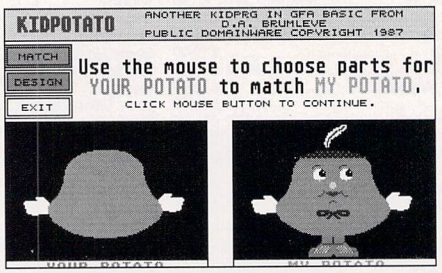
| | |
|---|---|
| * | Avoid at all costs! |
| ** | Of little educational value |
| *** | Might be worth a look |
| **** | A good program, educationally sound |
| ***** | An excellent piece of edsoft: a steal at the price! |



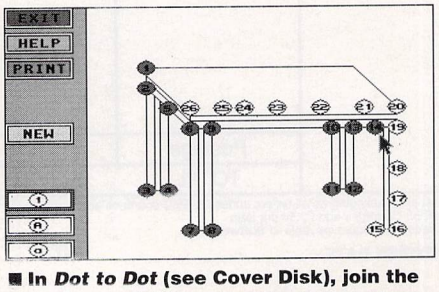

■ **Click on the gates in *Barnyard* and then search for pairs of animals: pretty tough!**




■ **Yes, you too can make complex pics at the click of a mouse with *Kid Shapes***




■ ***Kid Potato:* spuds never looked as smart! Mr Potato Head for the silicon set**




■ **In *Dot to Dot* (see Cover Disk), join the dots then paint the pic. Simple but clever**

## WHERE TO GET IT: EDSOFT SPECIALISTS

**These PD libraries specialise in Public Domain educational software. For others, see PD pages.**

**BSoft**, 33 Corsham Road, Calcot, Reading RG3 5ZH
**Floppyshop ST**, 50 Stewart Crescent, Northfield, Aberdeen ☎ 0224 691824
**Goodman PDL**, 16 Conrad Close, Meir Hays Estate, Longton, Stoke-on-Trent, Staffs ST3 1SW
**Page 6 Publishing**, PO Box 54, Stafford ST16 1DR ☎ 0785 213928
**Pdom PD Atari**, PO Box 801, Bishop's Stortford, Herts CM23 3TZ ☎ 0279 757692
**PDQ**, PO Box 38, Eastleigh, Hants SO5 5HB
**Riverdene PDL**, 63 Wintringham Way, Purley on Thames, Berks RG8 8BH
**South West Software Library**, PO Box 562, Wimbourne, Dorset BH21 2YD
**ST Club**, 9 Sutton Place, 49 Stoney Street, Nottingham NG1 1LX

# how to get into print

***In STF 16, you may recall, we suggested some ideas for getting started in DTP on your ST. But why were there no ST-based fanzines, we wondered? You soon let us know there were. Steve Carey surveys the scene***

We might've guessed that STs are being used to produce fanzines. In fact, we did. But unless we provoked you, how were we ever going to find out about them? So provoke you we did, and sure enough you came up with the goods.

First out of the *ST FORMAT* old Gold Blend catering pack cardboard box we like to call the *ST FORMAT* old Gold Blend catering pack cardboard box is one of the apparently infinite number of footie fanzines. This one, *Attack* (60p; Editor: Tony Hedges), is dedicated to the achievements (few) and shortcomings (frequent) of Norwich City. Put together on an ST using *Timeworks DTP* and a Star LC10, it's a 36 page A5 publication that owes more than a little to When Saturday Comes and *Viz* (Billy the Turd).

One obvious problem is the magazine's inability to make top lines of columns bear any connection with the bottom lines of previous ones – Editor Tony Hedges has bought *First Word Plus* to cope with that problem. If we could presume to make one simple suggestion: wider columns. Any text that has fewer than 20 characters to a column width is simply not going to be read, especially on the windy, rainy terraces of Carrow Park.

But *Attack* has genuine flashes of wit ("Remove nine of these ten matches to make a carbon copy of Ian Ormondroyd") and, despite a certain predictable whinginess of tone (headline: "If Norwich are an ambitious club, as they like to claim, why do they sell their best players?"), it's good enough to pass those boring few minutes from 2.30 to 2.50 when nothing much happens except some git spilling Bovril on your trousers.

Another sports-based magazine is *Play Ball* (no price stated; Editor: Keith Graham), "the fanzine for Scottish baseball and softball." At 16 pages, A5, it's created with *Script* files imported into *Calamus*, with some titles made up in *O-line Art*, and IMGs done in *Megapaint 2*. The end result is output on a Star laserprinter – and it shows, creating a much cleaner and, one assumes, more easily photocopied magazine.

Editor Keith Graham makes the observation that your local computer shop is very likely to help you out, in exchange for an advert; he used his to scan images using a borrowed Canon scanner.

*Training for Ministry 1990/1991* (no price; Editor: Tim Anderson) hardly qualifies as a fanzine in the usual sense, being a publication aimed exclusively at students training for the Anglican priesthood. As a magazine, however, it's excellent: literate, cleanly designed, well illustrated and including no less than 20 advertisements.

Why don't fanzine staff spend more time selling advertising and thereby raising funds? Several letters accompanying magazines insisted that no money was being made from the venture, almost as if this was a badge of ➤

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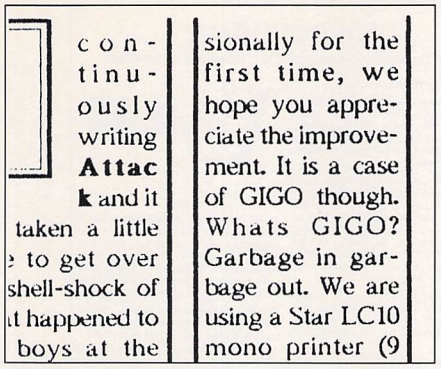
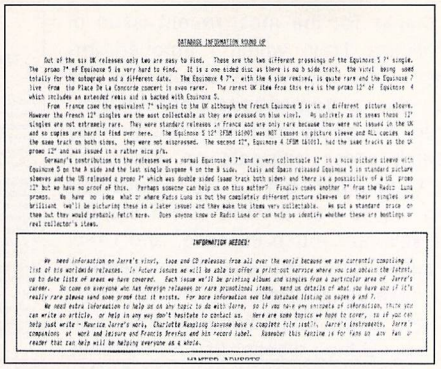


I continuously writing **Attac**k and it taken a little to get over shell-shock of it happened to boys at the sionally for the first time, we hope you appreciate the improvement. It is a case of GIGO though. Whats GIGO? Garbage in garbage out. We are using a Star LC10 mono printer (9

■ **Don't make columns too narrow: it tires the eye, and lots of hyphens clutter the page. Even *Attack's* title wouldn't fit!**



DATABASE INFORMATION HIDING UP

Out of the six UK releases only two are easy to find. These are the two different pressings of the Equinoxe 5 7" single. The promo 7" of Equinoxe 5 is very hard to find. It is a one sided disc as there is no B side track, the vinyl being used totally for the autograph and a different date. The Equinoxe 4 7", with the 4 side remixes, is quite rare and the Equinoxe 7 live from the Place De La Concorde concert is even rarer. The rarest UK item from this era is the promo 12" of Equinoxe 4 which includes an extended remix and is backed with Equinoxe 5.

From France came the equivalent 7" singles to the UK although the French Equinoxe 5 is on a different picture sleeve. However the French 12" singles are the most collectable as they are pressed on blue vinyl. As unlikely as it seems these 12" singles are not extremely rare. They were standard releases in France and are only rare because they were not issued in the UK and so copies are hard to find over here. The Equinoxe 5 12" (FDM 161001) was NOT issued in picture sleeve and ALL copies had the same track on both sides, they were not stereoised. The second 12", Equinoxe 4 (FDM 161011), had the same tracks as the promo 12" and was issued in a rather nice p/s.

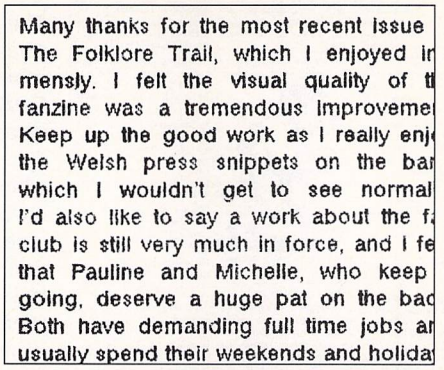
Germany's contribution to the releases was a normal Equinoxe 4 7" and a very collectable 12" in a nice picture sleeve with Equinoxe 5 on the A side and the last single Oxygene 4 on the B side. Italy and Spain released Equinoxe 5 in standard picture sleeves and the US released a promo 7" which was double sided (same track both sides) and there is a possibility of a US promo 12" but we have no proof of this. Perhaps someone can help us on this matter? Finally comes another 7" from the Radio Luxe promos. We have no idea what or where Radio Luxe is but the completely different picture sleeves on their singles are brilliant. We'll be picturing these in a later issue and then make the items very collectable. We put a standard block on these but they would probably fetch more. Does anyone know of Radio Luxe or can help us identify whether these are bootlegs or real collector's items.

INFORMATION NEEDED!

We need information on Jarre's vinyl, tape and CD releases from all over the world because we are currently compiling a list of his worldwide releases. In future issues we will be able to offer a print-out service where you can obtain the latest, up to date lists of areas we have covered. Each issue we'll be printing albums and singles from a particular area of Jarre's career. So come on everyone who has foreign releases or rare promotional items, send us details of what you have and if it's really rare please send some proof that it exists. For more information see the database listing on pages 6 and 7.

We need extra information to help us on any topic to do with Jarre, so if you have any snippets of information, think you can write an article, or help in any way don't hesitate to contact us. Here are some topics we hope to cover, so if you can help just write - Maurice Jarre's work, Charlotte Rampling (anyone have a complete film list?), Jarre's instruments, Jarre's companions at work and leisure and Francis Dreyfus and his record label. Remember this fanzine is for fans so any fact or reader that can help will be helping everyone as a whole.

■ **Too wide is just as bad: the eye gets lost travelling from the end of one line to the start of the next in *Destination Jarre***



Many thanks for the most recent issue The Folklore Trail, which I enjoyed in mensly. I felt the visual quality of t fanzine was a tremendous improveme Keep up the good work as I really enj the Welsh press snippets on the ba which I wouldn't get to see normal I'd also like to say a work about the f club is still very much in force, and I fe that Pauline and Michelle, who keep going, deserve a huge pat on the bac Both have demanding full time jobs a usually spend their weekends and holida

■ **Ideal column width makes this block of text from *The Folklore Trail* quite easily readable despite the very fuzzy printing**

courage. You cannot continue to exist, let alone expand, if you don't raise funds – at least enough to cover your production costs.

*Training for Ministry* is put together on a 1040STFM, an NEC P7+ 24 pin printer and Datel Handy Scanner. All of the illustrations are scanned in and resized, and the software used includes *Timeworks DTP, First Word Plus,* the *Easy Draw Supercharger* and *Fontkit Plus.* Pages are first printed out at 180dpi and then reduced from A4 to A5 for printing.

***"Nothing is going to be read in columns fewer than 20 characters wide"***

Incidentally, Editor Tim Anderson is currently working on a songbook for a theological college containing some 350 songs – mostly words only, but some with full music and melody lines. Tim has set up a flexible database for lyrics, copyright information and so on in *Superbase Professional.* The text is then exported into *Signum* for page make-up and printing *(Signum* prints about 12 times faster than *Timeworks,* Tim points out). For the music he uses *Notator. Fontkit Plus* comes in handy for this project as well.

Perhaps the most timely magazine among those submitted is *Pagan News* (50p; Editor: Phil Hine), carrying news items about allegations of "ritual child abuse" in Rochdale, Norse beliefs being linked to fascist attacks in the northwest and an article in a Bournemouth newspaper linking one of the founders of the Hermetic Order of The Golden Dawn to the Yorkshire Ripper! Paganism is currently under attack from an unholy alliance of fundamentalist Christians and social workers – which should paradoxically help the publication, by giving it a ready-made "angle."

Despite the kind of title that would presumably have readers of *Training for Ministry* (see above) issuing earnest condemnations from the pulpit, *Pagan News* actually has an intimate tone and a cosy, family-and-friends atmosphere that belies popular superstitions about paganism.

This A4 magazine claims a circulation of over 1,000 and is yet another created using *Timeworks DTP,* together with *WordWriter ST, Hyperpaint* and *Degas Elite.* Editor Phil Hine gets the ST Club to laser-set his pages for him, and recommends their "cheap, efficient service (not like some bureaux I could mention!)."

***"Your local computer shop is one place you go to for help – perhaps in exchange for an advert in your magazine"***

Phil has been using *Timeworks DTP* for over two years now and has been very impressed with its abilities. He is, however, now exploring alternative systems for improving the look of his magazine, and says he'll probably opt for either *Proxima* or *Calamus.* It will be very interesting to see how *Pagan News* develops over the next year.

The prize for "Most Incomprehensible Publication Produced on an ST" (which is not the insult it sounds) goes without doubt to *The Pilgrims Post,* the "official journal of RAP – free to members of the Real Ale Pilgrims" (Editor: Don Markwick). It's a five page A4 stapled publication which has a grand circulation of three guys who are interested in real ale (or, as Don insists on putting it, Real Ale) and travel to places far and away ("well, London actually") on their quest for the perfect pint. *TPP* is produced on an ST with a Star LC10 printer.

*The Folklore Trail* is presumably the one and only Alarm fanzine (£1; Editor: Scott Glen), a 20 page A4 stapled item that is predictably obsessive about its subject, though it does also include reviews of The Icicle Works and internal power struggles within The Mission. The highlight of issue seven is undoubtedly the exclusive "Alarm Dollies Wardrobe" feature, a page of inspired self-parody.

Still, *The Folklore Trail* does show what can be achieved with a single-drive ST, *Timeworks DTP* and Scott's trusty old 9-pin Epson FX-80. Text is entered with *First Word* and artwork prepared in *Canvas.* "The introduction of the ST," Scott says, "has upheld the original spirit of the magazine, if not added to it. Certainly it saves a tremendous amount of time with scissors, paperclips, glue, sticky tape and sticky fingers...!

"If anyone has an artistic/productive urge, I would wholeheartedly recommend getting involved in something like this. You don't need a

## THE *ST FORMAT* GUIDE TO DO-IT-YOURSELF PUBLISHING

**Here's a few ideas that may help you to make your magazine better, whatever it is**

**1. Use pictures and illustrations whenever you can – at least one on every page**

**– Even a less than stunning picture is better than none at all. Why not try using bits of clip art just to lighten the page? Try telling authors you can't use a piece of copy unless there is at least one useable picture with it**

**2. Caption pictures**

**– Don't assume your readers know what that picture is supposed to be. They may well do, but a caption makes all the difference, and can entertain not just describe. Try it and see**

**3. Break up large pieces of text**

**– Use a box, a "pull-quote" (a quotation from the text blown up to attract the reader) or a picture. A large slab of text is simply too daunting, no matter how good the content**

**4. Get in some adverts**

**– If you can't get shops or companies to advertise (and you'll never know if you don't try), get some classified ads going. If you're publishing a fanzine dedicated to a single artist, readers will want to swap rarities or buy collectable items**

**5. Get someone who can spell to check your text for mistakes**

**– The majority of small magazines are let down by atrocious spelling, punctuation and grammar. God knows we're not perfect, but at least we try to get these things right!**

**6. Advertise prominently in your magazine for contributions**

**– Come up with four good ideas for articles and ask readers to help you with it. That's what we did with this one! (Example: if you're writing a David Bowie fanzine – which no-one seems to be doing – ask readers to help you with major articles on Bowie in the 60s, Bowie in the cinema, Bowie's discography, the ever-changing haircuts of David Bowie – and so on)**

**7. Don't use very narrow columns**

**– Aim for columns between about 35 and 65 characters – too wide is just as bad**

**8. Don't be afraid to take risks**

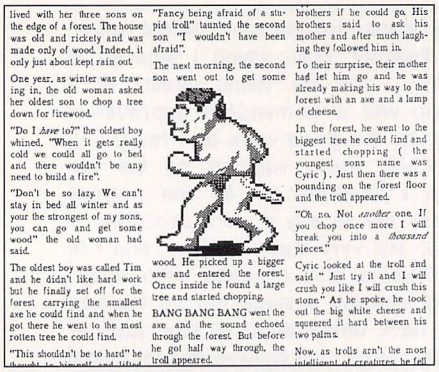
**– Write a whole issue around a single aspect of your subject. Try to stir up some controversy among your readers. (Example: if you're writing a school fanzine, you should aim to get banned about once a term. If you're writing a magazine about pagan beliefs, interview a Christian bishop to show how closed his mind is, or a police chief to show how you're being persecuted by the ignorant)**

**9. Work hard to get subscribers**

**– If necessary by making a loss on subscriptions. Then you have a solid reader base, as well as a growing database**

**10. Make 'em laugh**

**– If your magazine isn't fun to read, no-one is going to read it. Your own enjoyment in your subject should shine through**



lived with her three sons on the edge of a forest. The house was old and rickety and was made only of wood. Indeed, it only just about kept rain out.

One year, as winter was drawing in, the old woman asked her oldest son to chop a tree down for firewood.

"Do I *have* to?" the oldest boy whined. "When it gets really cold we could all go to bed and there wouldn't be any need to build a fire".

"Don't be so lazy. We can't stay in bed all winter and as your the strongest of my sons, you can go and get some wood" the old woman had said.

The oldest boy was called Tim and he didn't like hard work but he finally set off for the forest carrying the smallest axe he could find and when he got there he went to the most rotten tree he could find.

"This shouldn't be to hard" he

"Fancy being afraid of a stupid troll" taunted the second son "I wouldn't have been afraid".

The next morning, the second son went out to get some

wood. He picked up a bigger axe and entered the forest. Once inside he found a large tree and started chopping.

BANG BANG BANG went the axe and the sound echoed through the forest. But before he got half way through, the troll appeared.

brothers if he could go. His brothers said to ask his mother and after much laughing they followed him in.

To their surprise, their mother had let him go and he was already making his way to the forest with an axe and a lump of cheese.

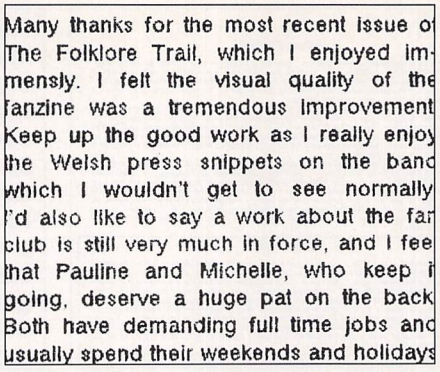
In the forest, he went to the biggest tree he could find and started chopping ( the youngest sons name was Cyric ). Just then there was a pounding on the forest floor and the troll appeared.

"Oh no. Not *another* one. If you chop once more I will break you into a *thousand* pieces."

Cyric looked at the troll and said " Just try it and I will crush you like I will crush this stone." As he spoke, he took out the big white cheese and squeezed it hard between his two palms.

Now, as trolls arn't the most intelligent of creatures he fell

■ **Any device that splits up large chunks of text on a page is worth using, like this simple illustration on one page of *Us***



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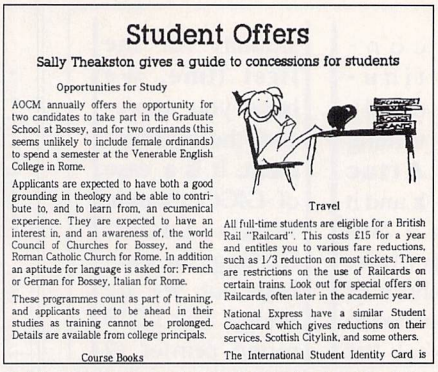
■ **By comparison, this page full of text from *The Folklore Trail* is very uninviting, despite the huge type and ideal columns**



Student Offers

Sally Theakston gives a guide to concessions for students

Opportunities for Study

AOCM annually offers the opportunity for two candidates to take part in the Graduate School at Bossey, and for two ordinands (this seems unlikely to include female ordinands) to spend a semester at the Venerable English College in Rome.

Applicants are expected to have both a good grounding in theology and be able to contribute to, and to learn from, an ecumenical experience. They are expected to have an interest in, and an awareness of, the world Council of Churches for Bossey, and the Roman Catholic Church for Rome. In addition an aptitude for language is asked for: French or German for Bossey, Italian for Rome.

These programmes count as part of training, and applicants need to be ahead in their studies as training cannot be prolonged. Details are available from college principals.

Course Books

Travel

All full-time students are eligible for a British Rail "Railcard". This costs £15 for a year and entitles you to various fare reductions, such as 1/3 reduction on most tickets. There are restrictions on the use of Railcards on certain trains. Look out for special offers on Railcards, often later in the academic year.

National Express have a similar Student Coachcard which gives reductions on their services, Scottish Citylink, and some others.

The International Student Identity Card is

■ **The sketch, sub-headings in the text and the title across the top make this page from *Training for Ministry* attractive**

fancy system (or a vast amount of talent!), and it certainly doesn't cost the earth to get yourself up and running."

In a similar, if even more obsessive, vein is *Nameless Wildness*, an A5 tribute to Marc Bolan – "but also a tribute to all the fans who have kept Marc's legend alive" (£1.30; Editor: John Kay). Software: *First Word* and *Fleet St Publisher*. Hardware: 520ST and Epson LX86 9-pin printer, one tube UHU glue, one staple gun and the local photocopying shop. As fanzines go this is rather good, dividing information into little gobbets under the banner "Do you know the real Marc?" and featuring the kind of quiz that helps to give the readership its self-identity ("Who performed the song 'Standing Next to You' with Marc and T Rex on the final Marc show in 1977?").

*"Pagan News is very lucky indeed to have Christian fundamentalists linking the activities of its readers to all kinds of evil"*

And, as Victor Gilmore points out in a patient postscript, Marc Bolan wouldn't make such an appropriate reviewer for *Stunt Car Racer* as we suggested (*STF* 16): he couldn't drive – and neither, judging by the results, could the woman behind the steering wheel, Gloria Jones.

Another similarly... er, specialised item is *Destination Jarre* (75p; Editors: Graham Needham and Wayne Davis), a fanzine dedicated to the work of the French electro-warbling bleeder lucky enough to be married to Charlotte Rampling, the world's most desirable woman, possibly. Using *First Word* and the Star LC-10, Editors Needham and Davis have created a world dedicated to the Gallic one's electric wibblings. And when letter writers sign off with, "As Jean Michel Jarre said in Docklands, 'Thankyou for your support,'" you just know there has to be a market out there for it.

The only school magazine produced on the ST (to our knowledge – go on, prove us wrong!) is *Us* (25p; Editors: James Humphreys (4P) and Matthew Paine (4H)), the work of Pembroke Comprehensive. Despite the occasional lapse (Irish jokes? I thought only University and Polytechnic students were that witless!), *Us* suggests a happy, active school. Still, the ban on grievances against teachers (why, for heaven's sakes?) and the invitation for "Teacher of the Month" nominations (yuk!) do suggest something of a goodie-goodie attitude that strikes me as very unhealthy indeed. I don't know, the youth of today!

*"Why don't fanzine editors try harder to get advertising? They almost seem embarrassed to raise funds, which is daft"*

*Sidelights*, the magazine of Bexleyheath Photographic Society (Editor: Tom Burns), is yet another *Timeworks DTP* production, printed on a Star LC24-10 – Editor Tom Burns's first attempt, and a very creditable one too.

Finally there is *Sector 16*, a 31 page magazine (eh? Well, they don't count the cover as a page) that sells for a quid, concentrates on 16-bit computers – and comes with a free Cover Disk. Blimey, we thought, serious competition at last! Time to look to our laurels, tighten our belts, etc etc...

*Sector 16* is mostly game reviews, and though it's a bit short on accuracy (the spelling "embarrising" in a headline, where everybody can see it?) and in places skimpy on information (why no address on the subscriptions page?), it more than makes up for such shortcomings with its enthusiasm – and above all that remarkable cover price. It's had the excellent good sense to nick ideas left, right and *FORMAT*.

If you're not working out how other magazines work, and then stealing their best ideas, you're simply not doing your job as a fanzine/magazine editor! Judging by what you've sent us, there are already plenty of good ideas out there to steal... so get to it! Your readers will love you for it! ***stf***

## Tell me more

Thanks to those who answered the call and sent issues of their ST-produced magazines. If you didn't submit yours, why not? Write to ST Fanzines, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW. Be sure to let us know how you did it, what you learned from your first issue and what advice you'd pass on to anyone attempting something similar.

# AND NOW, THAT £100 *FORMAT* PRIZE

**When we asked you to submit your magazines, we offered £100 for the best, which as we said doesn't necessarily mean the most expensively produced.**

**It goes without saying that it's a difficult thing to pick a single magazine above all others. From the roughest to the most professional, each has much to commend it in terms of enthusiasm, dedication and sheer willpower – all essential items in any publication's continued existence, let alone success.**

**Still, two publications stand out, for very different reasons. *Training for Ministry* is an excellent publication. It is very short on mistakes, has made a special effort to pick up advertising and is well designed and nicely illustrated throughout. In comparison *Pagan News*, while not nearly so precisely done, has a more obvious function in drawing together people sharing a common interest who would otherwise have little chance of staying in touch – hardly a problem with an institution magazine.**

**Secondly, and in a way less fairly, every publication needs a strong element of luck, and that *Pagan News* certainly has (though they might not see it quite that way!). The activities of its readers have come under attack recently from an unlikely alliance of fundamentalist Christians, social workers and tabloid media, all seeking to link paganism with ritual child abuse.**

**Any magazine that keeps going two years and suddenly – or, as they would no doubt insist, gradually – finds itself at the centre of national concerns deserves congratulations and support. So we hereby award the *ST FORMAT* £100 to *Pagan News*, and wish them all the best. (And before the mail starts pouring in, this award does not imply that anyone in the *ST FORMAT* office is a satanist, paganist or any other -ist. All we're doing is recognising the magazine's achievements.)**

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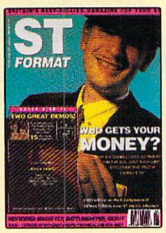

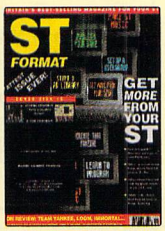


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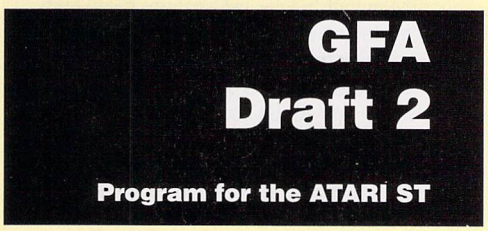


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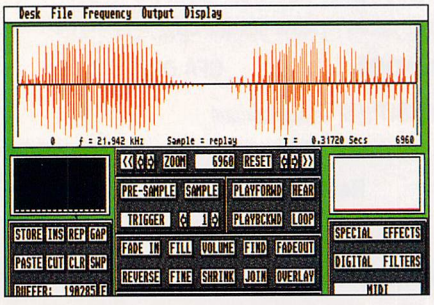
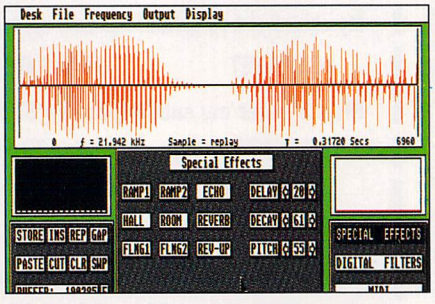
■ **Replay 8: you saw the demo version on the Cover Disk of *ST FORMAT* 6; now you can make music with the real thing**

# Replay revisited

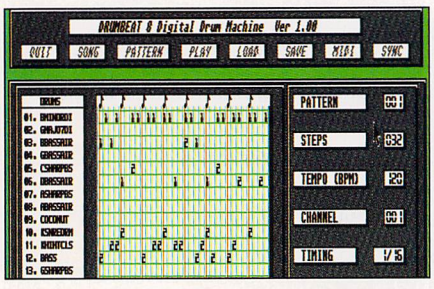
***Replay Professional's baby brother, Replay 8, is finally ready to unleash on a waiting world. Neil Jackson checks how well the toddler walks***



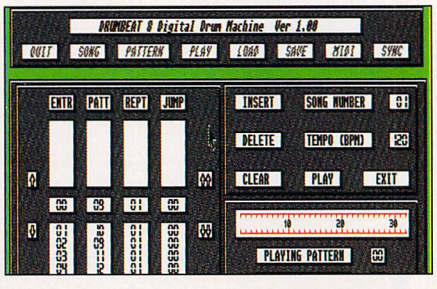

■ **The clear, uncluttered layout of Replay 8's main display makes it remarkably easy to use and speeds up editing time**




■ **In the special effects section you can add Echo, Reverberation or Flanging effects (for that melancholy Cure-sound)**




■ **The pattern editor (part of the DrumBeat section of Replay 8) enables you to sequence samples as part of a song**

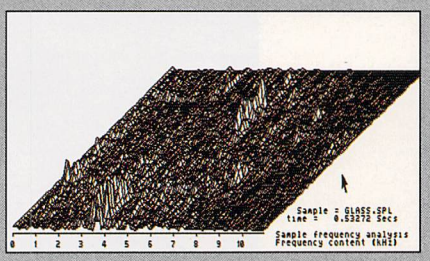



■ **The whole song (sequenced patterns joined together) is then played out via the Hi-Fi socket on the Replay 8 cartridge**

## BRING FORTH THE GUILLOTINE!

**Replay 8's Digital Filtering functions are powerful tools you can use to clean up samples that aren't perfect to start with. There are four main filters (which cut out a certain range of frequencies), three boosters (to amplify bass, treble or user-definable frequencies) and a DC Bias remover (to reduce muffling and centralise samples on the 0dB line).**

**To check the effects of the filters and boosters you use the RESPONSE and Fast Fourier Transform (FFT) functions. In this example, we want to crop the highest and lowest frequencies in a glass-smashing sample and retain the peaks alone.**




**1. The FFT screen shows the volume levels for the whole frequency spectrum (left to right), modulating over time (front to back). The peak sound levels are around 3kHz, early on, and in the 6kHz region near the end of the sample**

## Replay 8 Sound Sampler

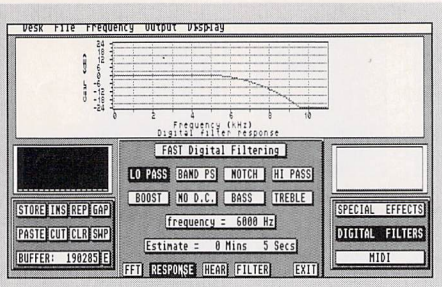
**MACHINE:** ALL STs
**PRICE:** £79.95
**FROM:** MICRODEAL LTD
**CONTACT:** 0726 68020

Nearly four years after the appearance of Replay, the first commercially available sound sampling system, it's now had a complete software facelift and provides a wealth of new features previously unavailable at this price. The hardware part of the new Replay 8 system is unchanged and comprises an Analogue-to-Digital converter (for digitising) and a Digital-to-Analogue converter (for playing back). Extras include a full MIDI-connectable drum editor and conversion utilities to handle a variety of other sampler file-formats.

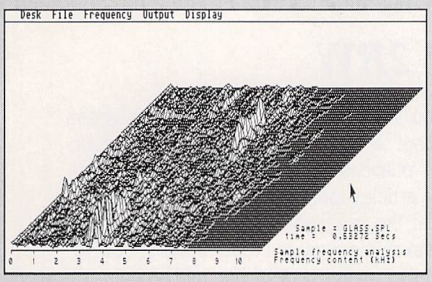
Setting up the system is child's play. You insert the Replay 8 cartridge into the ST's cartridge port and load up the editing software, then connect a sound source like a portable tape player to the input socket and finally connect the output to your hi-fi system. If you wish, you can forget about the hi-fi option and play samples back through the ST's monitor, but you sacrifice the ability to sample at 44 or 48 kHz.

To help you set up your sound source for a perfect input, there's an on line spectrum analyser and oscilloscope. The spectrum analyser shows the distribution of frequencies coming in to Replay 8, so you can use your graphic equaliser to boost muffled sounds before they are sampled, and the oscilloscope shows the peak sound levels so you can set the overall input volume to avoid clipped or quiet samples.

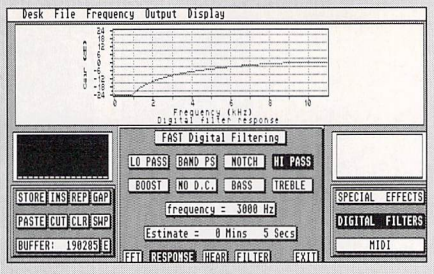
Once you've taken your sample, there are loads of special effects and digital filters you can use to modify it still further. Editing the



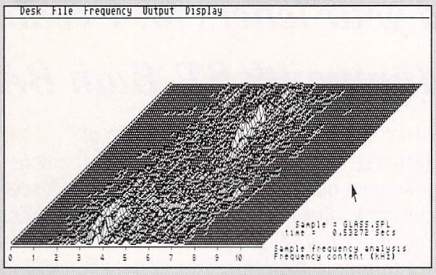

**2. The first step is to use a Low-Pass filter set to cut off at 6000Hz. This will allow all frequencies below 6kHz to pass through untouched, but attenuate all the frequencies above that level**



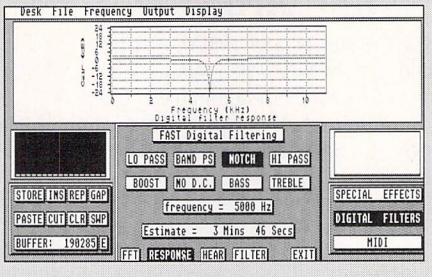

**3. After filtering with the Low-Pass filter, the sample looks like this. The top-end, with all its unwanted peaks, has virtually disappeared, but the rest of the sample has been left intact. Now we must clip the frequencies below 3kHz**



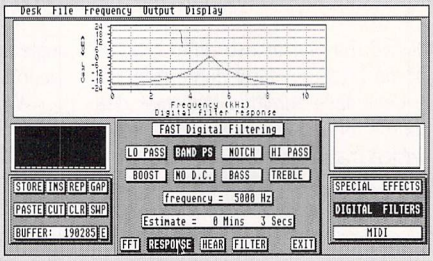

**4. This time, use a High-Pass filter with a cutoff frequency of 3kHz. The response chart shows that the part of the sample below this frequency will be reduced**




**5. The finished result: the central part of the sample, between 3kHz and 6kHz, is basically the same, while the outside frequencies have gone. Using filters it's possible to isolate any band of frequencies you desire. In this way, you could remove cymbal crashes from vocals**




**6. Another type of filter, a notch filter reduces the volume of a narrow band of frequencies and lets both higher and lower frequencies pass unscathed. This notch is set to cut out 5kHz sounds**
**■ The helpful "Estimate" window, just below the frequency, warns you when effects will take a while to execute**




**7. A bandpass is the reverse of a notch and allows only the selected frequency through. This bandpass allows 5kHz sounds through and clips all the others**

sample is simple, thanks to a mouse-controlled cursor system which produces instant results and enables perfect loop points to be set up.

You can then save your finished sample as part of a set, for use in the drum editor or as an individual sample for use in games, demos or other programs. There are even playback routines supplied for your favourite language.

**The drumbeat editor** turns your ST into a fully-fledged drum machine, except that it has the ability to sound different every time you load in a new set of samples. You can create repeating patterns for each bar in your song, complete with fill-ins and solo-breaks. You then link each of the patterns together in your chosen order to create the entire percussion department for your song. Output is via the hi-fi socket only, but you can also select MIDI output to sequence a keyboard or other MIDI device.

Overall, the Replay 8 system is an excellent way to get started in sampling. It has many features you won't use until you get confident (and perfectionist) about sampling, but this enables you to grow into the package without having to buy a better one later. Everything is here to begin with and the whole lot is dead simple to use, right from day one. Even the more powerful 2-Bit System (which has a higher sample resolution) uses the same editing software, so there really is no better sampling kit to start off with. Mastersound, with its similar 8-bit hardware, comes close, but its editing software is far less able than that of Replay 8. ***stf***

## Those specs in full...

| | | |
|---|---|---|
| REPLAY 8 CARTRIDGE | | |
| | Anti-aliasing filters | Two: one each on input and output |
| | Signal-to-noise ratio | 48dB |
| | Maximum sample frequency | 100kHz |
| | Frequency selection | Software controlled |
| | Sample resolution | 8 bits |
| | Linearity (accuracy) | ±1 least significant bit |
| | Max. Input signal | 2V peak-to-peak |
| | Max. Output signal | 0.7V (root mean square) |
| REPLAY EDITOR SOFTWARE | | |
| | Preset sample frequencies | 5.5, 8, 11, 16, 22, 32kHz (via monitor and Hi-Fi)<br>44 and 48kHz (via Hi-Fi only) |
| | Sample editing facilities | Reverse, fade in/out, overlay, insert, delete, copy, clear, fill, shrink, filter, echo, and flange |
| | MIDI facilities | Mono channel (MIDI 1 to 16) 10 note-assignable samples<br>Loop points with full envelope shaping<br>Real time pitch shift<br>MIDI trigger/shift |
| | Total free memory | 520ST: more than 230KBytes (10secs @ 22kHz)<br>1040ST: more than 750KBytes (34secs @ 22kHz) |
| DRUMBEAT SOFTWARE | | |
| | Playback frequency | 22Khz only |
| | Max. Kit size | 15 samples |
| | Max. individual sample size | 10kBytes (half a second each) |
| | Max. number of patterns | 50 |
| | Max. Patterns per song | 100 |
| | Beat registration | 1/8, 1/16, 1/32 and triplets (2,4,8,3,6,9 Beats per quarter note) |
| | MIDI synchronisation | Internal tempo or external trigger |

## FORMAT RATINGS

**REPLAY 8/£79.95/Microdeal/ 0726 68020**

**Features** **96%**
All the features you'll ever need, and then some!

**Speed** **85%**
Fast; some more complex digital filters and special effects take a few minutes, but you get a warning

**Ease of Use** **95%**
For beginners, straightforward; for experienced users, as easy as falling off a log

**Results** **96%**
The more you work, the better the output: time spent on sample cleaning reaps perfect results

**FORMAT VALUE** **95%**
Not the cheapest 8-bit sampler system, but the range of features and drum editor are unbeatable

### The Competition

■ Mastersound 2, also from Microdeal at £39.95, is aimed more at the muck around and have a go market. Full review in *STF* soon.
■ PRO-series 12 from AVR (☎ 0582 457348) is a 12-bit input/output sampler aimed at the professional market, hence its £245 price tag.
■ Pro-sound Designer Gold, £49 from Power Computing (☎ 0234 273000), is another 8-bit sampler, with less sophisticated editing facilities.
■ Replay Professional, big brother to Replay 8, can output 12-bit samples and input 8-bit ones. Also from Microdeal at £129.95.

# FEEDBACK

*Send your letters to: Feedback, ST FORMAT, 30 Monmouth ST, Bath BA1 2BW*

## That virus

I am a regular reader of *ST FORMAT*. You may be interested to know that while I was using the Cover Disk on *ST User* the pulldown menu titles inverted, and I suspected I had found a virus. Sure enough, it turned out to be the Goblin virus, according to my virus killer. I duly destroyed it, and thought I'd better check out your Disk too. Funnily enough, it also proved to be infected, independently I might add, because I had re-booted in between loading the disks.

I suppose it was inevitable that at some stage the Cover Disks would be subject to this kind of tampering; I hope it does not affect your reputation for producing a quality informative magazine.

**Neil Willis**
**Willenhall, West Midlands**

***stf*** *To Neil and the one or two other readers who thought the virus may have come from us: it didn't.* ST User *have admitted that their disk was the source of the problem (see* News, *page 14), which may therefore have gone out to as many as 30,000 readers.*

*You need to remember, Neil, that simply re-booting – especially a soft re-boot – is not going to clear out any virus from your machine's memory. You must let it "cool" for half a minute or so.*

*We are absolutely furious that we are getting blamed for distributing a virus that was nothing to do with us.*

## Red hot Cover Disks

Last week eight of my *ST FORMAT* Cover Disks (Disks 1-8) were damaged after someone put them near our central heating system. I've been trying to think of how to get replacements ever since.

I would gladly pay for any replacements you could do for me, hopefully all of them.

**K Westfield**
**Swindon**

***stf*** *This once again underlines the absolute necessity for backing up your Cover Disk as soon as you first use it.*

*As you know, oh mysteriously Christian–nameless K Westfield of Swindon, the earlier issues of* ST FORMAT *are now all sold out, so there is simply no way at all that you can acquire original replacements. We can't offer a disk-copying service (if we did, we'd rapidly become inundated). There are, however, two possible options.*

*If any reader is able to help K Westfield, the address is: 3 Kemerton Walk, Park South, Swindon, Wilts SN3 2EA. Who knows, there could be quite a demand for such a service...*

*Secondly, all of the* ST FORMAT *Cover Disks, and indeed the Disks from our predecessor,* ST Amiga Format, *are available on Bath Bulletin Board for downloading. Details in our comms section (page 161).*

## Spinal tip

I've just bought *STF* 17. Like the eager fool I am, I turned quickly to the *Feedback* page, keen to learn of the latest topics of discussion in the world of ST programming, the hottest tips, the pokes, the newest software. Instead, what do I find? A whole bunch of people whingeing!

Why (oh why, oh why) do people have to moan incessantly about the magazine? If you don't like it, *don't buy it!* Or better still, buy it and send it to me. Is there a secret society in which people buy a magazine they don't like just so they can tell everyone they meet that they don't like it? I think we should be told.

I think the new *FORMAT* is excellent – in fact I think it's "king brilliant." When I read that on the spine of *STF* 15, I laughed so much that the man in Smith's had to bring me a glass of water, and so did my friend when I pointed it out to him. "Look Harold," I said, "a witty and amusing addition to our favourite computer magazine. How clever of them to make it funny without erring on the side of tweeness."

I have now cut all the spines off my copies of *ST FORMAT* and made them into a nice collage – and so have all my friends. I have hung this work of art in my hall and I make sure all my visitors get a good look at it before they leave.

There is however one grey cloud on the horizon. I seem to have mislaid the spine from *STF* 10, so if any kind reader has some swaps I'll be happy to contact them with a view to some spinal transfers.

Oh, and another thing. I wish to complain about the price of *ST FORMAT*. When you consider that I get a 220 page magazine plus a free Cover Disk packed with over 1MByte of software to boot, I think that £2.95 is far too cheap. I would gladly pay £30 for my copy of *ST FORMAT* and quite possibly more if you twisted my arm.

If you were to press me for any suggestions about a possible enhancement to your excellent publication, it would be to publish a series of articles looking at the hardware of the ST and at the programming side of owning an ST – for example, how to create sprites, how to move sprites, collision detection and so on.

I was for many years a dedicated BBC person (sighs of boredom echo about the place) before buying an Atari STE last Christmas – "I gave you my heart the very next day..." (Sorry.) One of the great things about the BBC computer was the way Acorn made available so much detailed specification about the hardware side of the machine and showed how programmers could utilise what was there.

A serious deficiency with Atari is the lack of similar information. Even at an introductory level Atari fail badly to supply the required information. The owner manual for my STE is 94 pages in length; the equivalent for the BBC was 510! Of course I realise that the BBC and the Atari were created for quite different reasons, but I don't feel this lets Atari off the hook.

**Jonathan Scandrett**
**Ipswich, Suffolk**

***stf*** *Good to know not everyone thinks we're a bunch of foul-mouthed degenerates. Oops, sorry I spoke.*

## Missing star

On *STF* 15's Cover Disk, why didn't you include the monochrome resource file for the Star LC10 accessory? This would be the perfect ➤

## Mad, bad and dangerous to know

**Concerning the letter from I Lloyd: may I be number three in your letters complaining about some of the unnecessary use of "bad" language in *ST FORMAT*. In this modern world of declining standards you really don't need to use some of the words you do use.**

**You recently ran a competition for the best Fanzine. What on earth is a Fanzine? I'm keen on DTP – perhaps I have one I can enter without knowing it. (While translating Fanzine, can you also tell me what "stonking" means?)**

**JF Bailey**
**Broxbourne, Herts**

**PS You ask us to use first names. I am only on first name terms with people I've been introduced to.**

***stf*** *Thanks for your letter, JF. I take it you have some firm proof of these "declining standards" to which you refer? Personally I am not convinced.*

*A fanzine is a magazine written by fans – and hence the title. "Stonking" means something like "smashing," "terrific," or "excellent."*

*It appears to be derived from the 20th century word "stonk" ("to bombard with artillery" – Collins English Dictionary). In Australian slang, "stonkered" (unknown origin) apparently means "completely exhausted or beaten; whacked."*

*Some people are of the opinion that it's just a tiny bit rude.*

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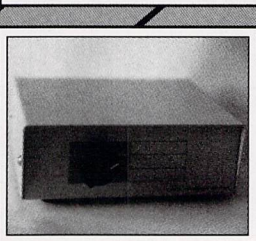

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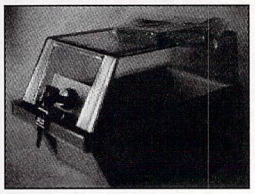

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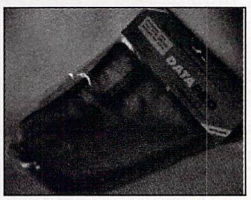

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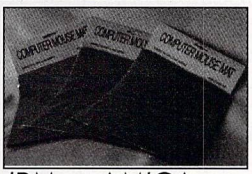

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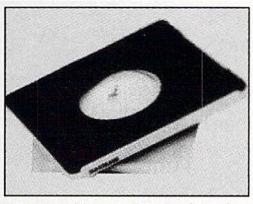

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type of program for me to use with my Star NX1000 II (what the LC10 is known by in North America) from the ST's Desktop, as my printer is in the sort of position on my limited desk space that changing fonts or doing line feeds would require a contortionist to do.

I know one exists; it even says so in the documentation for the program! I hope that in future, when putting in a program of this nature in your disk, you include all the files so that all ST users can benefit from the program.

Now for the soapbox section of this letter. I feel sometimes that programmers tend to forget that there are ST users who prefer the crisp output of the SM124/125 monitor for their everyday use, over the output of colour monitors, which aren't as defined as mono (no slur intended against the capabilities of the ST's colour function or the colour monitors).

I use my ST for word processing with *1st Word Plus* and designing signs for the hardware store I work for with *Printmaster Plus*. Yet we are unable to play the current hot games on the market after a hard day's work (I especially pine after *Sim City*, *Archipelegos* and *Monty Python*), because the games are written to work only in low resolution mode.

I have been having some luck using a shareware program called *Big Colour* on Public Domain games and some programs I find in the disk magazines, but there are drawbacks – it tends to run the game slower (probably due to the time needed to convert the colours to the suitable shades of black, white and grey), it doesn't run TOS programs (blurs them), and it won't run commercial games.

**Daniel Dreibelbis**
**Toronto, Canada**

***stf*** *We shall be putting that missing Star LC10 monochrome resource file on a future Cover Disk, and we're sorry we didn't include it first time round – a bit of unduly zealous space-saving, we seem to recall.*

*As for the games for mono monitors argument, it would be good if programmers remembered you, but then you must bear in mind that it would require them writing a completely new version of each game.*

*The screens are different sizes, for one thing, and colours are often used for effects (flashing, animation and so on), making it a not inconsiderable task.*

*In our opinion, Electronic Arts'* Imperium *is the best mono-compatible game of 1990. Give it a go!*

## Star reviews

I'm sure you've hundreds already but this is my humble contribution to your request for celebrity review ideas:

Sheffield Forgemasters – *Pipemania* (In co-operation with the Iraqi government)
The villagers of Towyn – *Flood*
John Kettley – *Days of Thunder*
Lord Justice Pickles – *Judge Dredd*
Princess Anne – *Hard Drivin'*
Poll tax collectors – *Blood Money*

**Eric Hughes**
**Shrewsbury, Shropshire**

***stf*** *Oh dear. That's enough of these truly appalling suggestions. What we'd like from you now is an ST limerick – anything ST-related, but don't bother mentioning the bloody awful Commodore Amiga games machine, because that's a boring non-subject.*

## STRAIGHT TO THE POINT

### *Quick, smooth and deadly*

■ **How many issues do your binders take?**
**Rory Fowler (11)**
***– The new, improved, expanded ones currently available hold 12 issues – though if we continue growing at our current rate we may have to make them even bigger!***

■ **I think mail order is a great idea, especially for ST users like myself who don't exactly have pots of money to spend on games. I have saved about £50 on the five or six games I have bought recently.**
**Kriss Knights,**
**Ellon, Aberdeenshire**
***– Anyone want to take issue with Kriss on this one?***

■ **I took the main ST PCB to Third Coast in Wigan to ask them about upgrading my 520 to 1MByte, and they told me exactly what to do with it – well, not quite (ooer), but they told me how to go about fitting the 4 extra DRAM chips under the power supply. I write my own STOS programs to scroll video titles, and can now scroll many more screens than before. Please thank them through your pages for their help.**
**Dave Roberts, Liverpool**
***– Well done, Third Coast. I trust you voted for them in last month's* ST FORMAT *Gold Awards. And that you also enjoyed winning the Yamaha SY-22 competition, too!***

■ **After I'd been on a fortnight's holiday, I came back to find my lovely 1040ST suffering from a distorted case, caused by my leaving my curtains open, and letting the sun get at it.**

**Please could you tell me of a dealer that sells these cases, and also how much would I pay for one?**
**Robert Corrin, Isle of Man**
***– Evesham Micros can help, though they admit it's not something they get asked to do very often. A replacement top half ST case costs £30, including fitting and return postage (if the bottom half needs replacing too, that would cost an extra £12.42). Call Evesham Micros on ☎ 0386 765500.***

■ **I'm a musician, currently working with the *Quartet* package, which is fine. One day, though, I happened to stumble across another package called *Audio Sculpture: Digisound Composer* by Synchron Assembly.**

**"Wow!" I thought, "this package is brilliant!" But I can't do much with it as it's only a demo program. Is it available in full form?**
**Stewart Gardner,**
**Dewsbury, W Yorkhsire**
**– Audio Sculpture *began life as a demo, but we understand it is indeed very likely to become a commercial program. As soon as there's any news, you'll hear it here.***

■ **My six-and-a-half year old son Craig saw the *Turtle* preview on page 19 (*STF* 17) and said, "Dad can you read it to me?" Great – until the last sentence! The *evil* Splinter? Craig says he's the Turtles' mentor and tutor, so a good guy. Does he get a free game?**
**Craig's Dad,**
**Stevenage**

■ **On page 19, *STF 17* you made a bit of a bodge up. You said that the Turtles are in a bid to overcome the evil Splinter. I'd just like to say that actually Splinter's the goody; Shredder's the baddy.**
**Gareth Colah,**
**Waterloo, Huddersfield**
***– Cow – and though we say it ourselves – a-blinkin'-bunga! We admit the error of our ways. In fact the Turtles came round to the office to point out where we'd been going wrong – we've still got the marks to prove it. Sorry 'bout that, dudes!***

■ **As a fairly new Atari STE user and an ardent sport sim fan, I am disappointed at the lack of cricket sims. Apart from a boring text version on PD, I've found nothing. Aren't there any?**
**Devon Burnett**
**London**
***– Riding high in this month's charts (well, number 11) is* Cricket Captain *from D&H Games (reviewed in* STF *17; 73%).***

■ **I've just found the ultimate solution to the old problem, "Why do disk labels stick on like superglue so you can't pull them off again?"**

**Once you've taken the label off the plastic backing, stick it to your forehead and peel it off. Keep doing this until it starts to lose its stickness and then put it on the disk. Next time you try to pull it off to replace it, it'll come off easily!**
**James Beswick,**
**Westerham, Kent**
***– Our lawyers, Messrs Parnes, Shillings and Pence, wish to point out that under no circumstances can we be held responsible for any facial disfigurement that may result from this suggestion. You should also make a back-up of your forehead before you commence this operation.***

■ **The STE is undoubtedly a brilliant machine (I know, I've got one!) I think it's about time Atari realise that unless they get their act together, they are not going to attract any new customers but drive them away. Who would want to buy a computer that keeps running into trouble? In fact they are more likely to lose the support of people who already have STs and STEs.**
**Islam Uddin, London**
***– Our point precisely. See how Atari respond in this month's special feature on page 29. (We'd be keen to see what readers think about this whole debate. Read the piece, then write to us: Atari 1991,* ST FORMAT, *30 Monmouth St, Bath BA1 2BW.)***

## Mono moan

Do you realise that someone with a mono monitor and a single-sided drive in his ST can't access *any* of the *ST FORMAT* Cover Disk? And where has that listings page got to? Us programmers are neglected compared to games players. They get a top 30 games section – vast quantities of the magazine for reviews – and all we get is *DESKTOP*, the odd article here and there and... well that's it, really.

**James Beswick**
**Westerham, Kent**

***stf*** *You have a point, James, though I doubt that there are many people who own mono monitors (serious, business types, requiring high speed and large amounts of memory), who also own single-sided drives.*

*As for the "us" and "them," I don't believe for one moment there is a very strong distinction to be made between games players and "serious" users. We've been fighting hard to*

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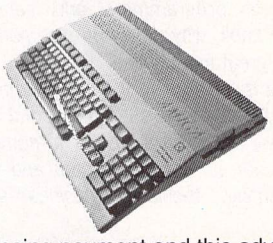

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*convince gamesters that they're not exploiting the machine's full potential, and at the same time saying to programmers and serious techie types, "Look, why don't you give games a go? They're great fun, honest!"*

*Anyway, it must be said that as Christmas gives way to New Year, it's inevitable that the games side will die down a bit (not a moment too soon, as far as I'm concerned) and the tips, programming, techie and business side will build up.*

## Prints uncharming

Please recommend a word processor – one that simply presents me with a clear screen, allows me to type, then save and print it out. The one we got with the Atari STE Power Pack keeps refusing access to saved material and won't print properly.

**Alison Bell**
**Aberdeenshire, Scotland**

***stf*** *Probably the most popular word processor is* 1st Word Plus, *available at £79.95 from GST (☎ 0480 496666). Before you buy you might like to try the Public Domain version,* 1st Word, *which lacks only spell-checking and graphics importing – things you may well manage without for the saving. Buy it from Goodman PD for just £2.50 (Disk* WORD3 *☎ 0782 335650), or from any of the Public Domain libraries listed in our PD pages (see page 165).*

*Incidentally, next month (issue out on Thursday 10 January) we shall be telling you what to look for when you buy word processors, or indeed almost any kind of ST program. Don't miss it!*

## Software sale

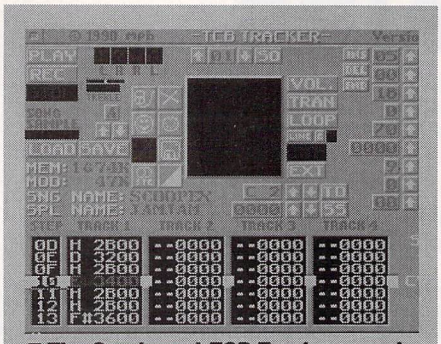
I have recently become the proud owner of an Atari 1040 STE which I purchased along with a sequencing package called *Creator*. The computer came with a professional pack and a few games. I seldom used the professional pack as the applications such as *K-Spread 3* are so user unfriendly, and the instruction manuals are so thick. Also the games are so boring.

I therefore invested in some of the Public Domain software which meets my needs and is much easier to understand. The question I want to ask you is what do I now do with all this redundant software? It seems criminal binning this software, as does leaving it sitting around not used. Any suggestions?

**S Robinson**
**Herts**

***stf*** *Our market-leading, sister weekly magazine* New Computer Express *(and may I just say what a damn fine ST column it features each and every week) includes a section of free classified ads, which would be ideal for you. You might even make some money from it!*

*I wonder if there's a need for such a section in* ST FORMAT?



**■ The Carebears' *TCB Tracker* revealing all its secrets in 4-track sampling**

## *Tracker* trouble

**To readers having problems with the *TCB Tracker* on Cover Disk 16: you have to put all the files in the root directory to load any samples or modules.**

**How about more *TCB Tracker* files?**

**D Rance**
**Hatfield, Herts**

***stf Thanks. We're sorry about that. Cover Disk Editor Neil Jackson tells me that the version we had to put on the Cover Disk was an upgrade to the one we were testing – but in such small and subtle ways we didn't expect that problem. And do you know, I think I believe him.***

***There's nothing wrong with it, so long as you open the folder and copy all the files onto another disk without putting them inside a folder.***

***We may be putting more* TCB Tracker *files on future Cover Disks, though we stand by our opinion (STF 16, page 126) that the full, commercial version is well worth having (£39.95 from MPH ☎ 0603 503382).***

## Hard drive with Atari

My computing days started with the purchase of *STF* 5, and based on the advertising it contained, I bought a 520STE and Philips FST Fast Test colour monitor. This was shortly followed by a Star LC10 colour printer, and I haven't looked back since buying a second floppy disk drive – the PC720 from Power Computing.

The whole system works so well that my wife gave up her job, and now, armed with *Protext* and *Canvas* for her stationery headings, runs this installation as a home word processing service. Success has bought her an answerphone, photocopier and fax machine.

Looking to the future and increased efficiency, a 2.5MByte memory update is on the cards, and I am very interested in the new Slimline Series Hard Disk Drive which Power Computing have on sale. I was horrified when I read the article in *STF* 16 concerning the STE and a hard drive problem I never knew existed!

Since my STE is one of the first, I assume that a hard drive is out of the question unless my DMA chip is exchanged? I don't see that I should incur any costs for this, and how does my wife cope whilst the machine is away and can't work? She can't expect her clients to be entirely sympathetic!

What do Atari expect me to do, buy a hard drive only to find it's useless? That's an expensive form of trial and error! I have now formed the increasing opinion that Atari don't seem to recognise just how fantastic their machines are. It isn't "just a games machine." *Are you listening, Atari? There are people out here earning a living with your equipment: wake up!*

**Peter Frances**
**Computer Text Secretarial Services**
**Surrey**

***stf*** *There are important developments in this story. Read* ST FORMAT*'s letter to Atari boss Bob Gleadow and his detailed reply on pages 32-33 of this very issue. Briefly, Atari still won't guarantee that their machines work with third party hard drives.* ***stf***

**■ Please send your letters of comment, observation and disagreement on all matters ST related to *FEEDBACK*, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW. Each month we award a prize of £25 to the best one.**

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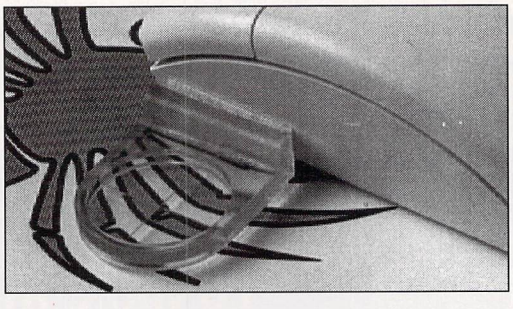

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# that tour: Atari's passengers speak

***Recently, Atari visited the big cities traditionally overlooked by the computer industry. But what did you think? Steve Carey finds out***

You may recall that in late October Atari took its first ever national tour, calling at Bristol, Manchester, Leeds, Newcastle, Glasgow and Birmingham. The idea was a bold one. Instead of turning up at the increasingly knackered-looking Earls Court with everyone else in September for the Computer Entertainment Show, why not take the show to the people? That's what Atari did, visiting six cities not normally blessed with a superabundance of computer shows.

Atari's own verdict isn't difficult to guess (see Managing Director Bob Gleadow's comments in his open letter on page 29, for instance). They say they were inundated, that the public were immensely pleased to get their hands on the latest generation of STs and some of the latest software and hardware developments for them. The response has prompted them to think seriously about doing it on a more regular basis.

But that's just Atari's opinion. Our own taste of the tour wasn't so great. We turned up at Bristol on the first morning of the tour, to find that we were being asked to invite every visitor to sign in, with full name and address. Predictably chaos ensued, the fire officer was obliged to ask us to clear the reception area, and we were back in the office by lunchtime. Hardly a storming success, and I think Atari themselves were a little embarrassed by the tour's inauspicious openings.

What do you, the people, think? While I was at Bristol I took the opportunity to talk to a few visitors, who seemed divided in their opinion

> ***"For once Atari should be applauded for daring to break the North/South divide"***

according to age. Everyone under the age of 15 found the Lynxes and arcade machines tremendously exciting; most grownups were appalled at the crush and bored rigid by the lack of real "serious" activity. In the former category were **Chris Knight** (15), **Robert Mills** (13), **Ben Durkin** (15) and **Michael** and **James Greenrod** (14 and 12 respectively). Their mother **Kate** wasn't quite so keen on such a "hot, sticky and crowded" environment, while **Ben Durkin**'s dad **Mike** was hoping for more on the business side.

Also visiting the Tour at Bristol, Mr **Clive Parker** of Pill found a "bunch of dodgy-looking geezers wearing *ST FORMAT* tee-shirts" (who can he mean?), and observes that a railway carriage is really desperately narrow for an exhibition. "On the whole I enjoyed the day out," he says, "and finally got to see the TT, which I intend to get as soon as possible; my boy saw the Lynx, which he intends to get; the Stacy was there running MIDI software; Third Coast

> ***"Everyone under 15 found the Lynxes tremendously exciting; most grownups were bored rigid by the lack of real 'serious' activity"***

had genlocks on display; the ATW [Transputer Workstation] was there, even Steve Carey was there taking photos. All I can say to fault is *more room required!*"

Mr **Parker's** son **Matthew**, whom I interviewed at Bristol, reckoned it was all "quite good" (blimey Matt, don't overexcite yourself!) and liked in particular the Lynxes.

"Brilliant!" is the verdict of **Hadley Coull** (13) of Solihull in the West Midlands: "I don't know what more 'serious' ST users thought of the tour, but for me it was well worth it. *We want another call!*"

**Joe Clemson** (age 35) of Gateshead visited the tour at Newcastle and greatly appreciated its arrival: "Most welcome was the fact that I didn't have to travel to London in order to see it!" All Joe needs now, he goes on to say, is to persuade his wife to let him have access to the piggy bank...

"What a pity, though," he continues, "that the organisers failed to capitalise on the obvious passing market on a railway station – the adult business/serious home use. The presence of arcade games on the platform, and the devotion of the first carriages exclusively to games, labelled Atari UK once again as primarily games orientated. The Germans at least recognise the potential of the ST. Is this why the German economy is so much healthier than the UK's?"

The mysteriously Christian-nameless **I Marsh** (just turned 15) "quite enjoyed" the tour's visit to Leeds, finding a range of interesting things from games to programming and some very helpful people around who gave lots of information.

Not quite so happy is **Brian Goodinson**, who has to work to earn his living and therefore couldn't get along to the visit to Leeds until 5.30. He goes on to complain, "since the advertising said they were open until 6.30 pm I thought I might at least get something out of the visit – you know, little things like courtesy from the demonstrators, even possibly helpful interest. Wrong!" If Atari do the tour next year, he suggests, they could do it on weekends when people are actually able to go to see it. "Oh, and next time, change the staff and give us human beings, please!"

Mr Goodinson's objections are shared in part by **Bill Brouard**, who complains that no firm times were advertised, and who, like Mr Goodinson, arrived late in the day (at Bristol) to find the whole thing winding down: "It would definitely save a lot of hassle and aggravation if one knew in advance that one would not be able to make it at all."

**Steven Pynegar** hit the tour at Leeds: "The most important thing for me is that Atari achieved their objective, which was to bring a show to the parts that other show organisers cannot reach.

"I am fed up," he goes on, "with continually travelling hundreds of miles in one direction to go to shows. For once Atari should be applauded for daring to break the North/South divide." He does, however, suggest that Atari should consider "getting off the train" and using some of the North's many conference venues.

**David Price** presumably visited the tour at Newcastle – he doesn't say, but lives in Northumberland – and gives the thing two out of ten for conception, nought for execution and minus several million for Atari image polishing: "I've no idea what the train cost Atari, but however little it was, to me it was a wasted journey and my colleague (also a radio amateur and retired like me) was disgusted."

**Tony Knight** feels that the limitations imposed by a train and the attractions of the free games arcade meant that there was not a

> ***"Next time, change the staff – and give us human beings!"***

great deal that could be done among the masses of younger people whose primary interest was games.

And there you have it. The idea seems to be almost universally applauded, though a train doesn't necessarily seem the brightest and best way to go about it. Personally I believe Atari should be represented at both the London-based shows, like the Computer Entertainment Show, and in the provinces. But if there has to be a choice, then Atari would seem to be going the right way about it. Verdict: a success, on the whole. ***stf***

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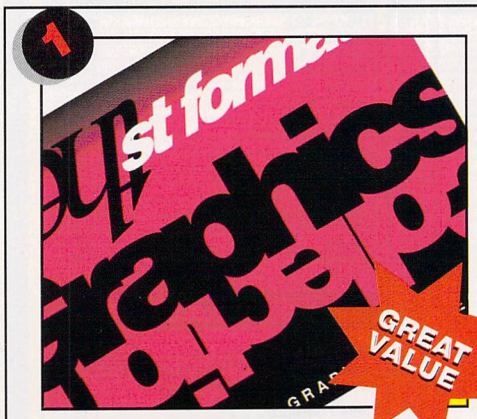


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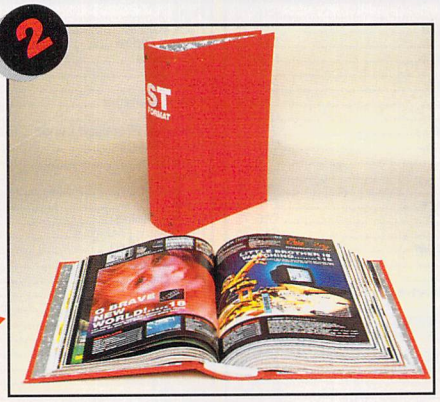

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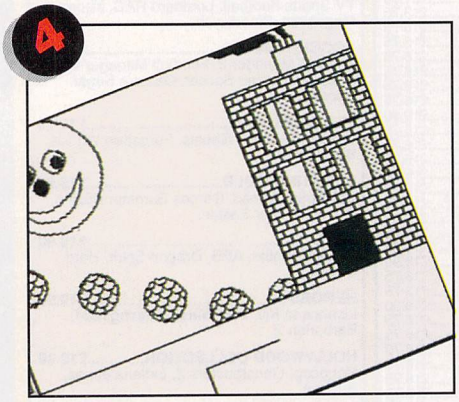

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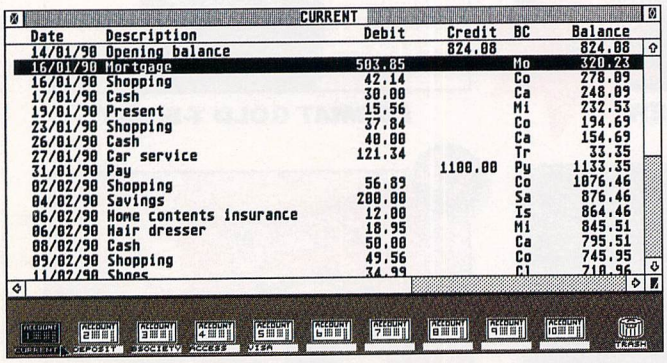
# money matters

***This month's Cover Disk includes a superb useable demo of Microdeal's Personal Finance Manager Plus. Peter Crush has all the help you need to get you up and running***

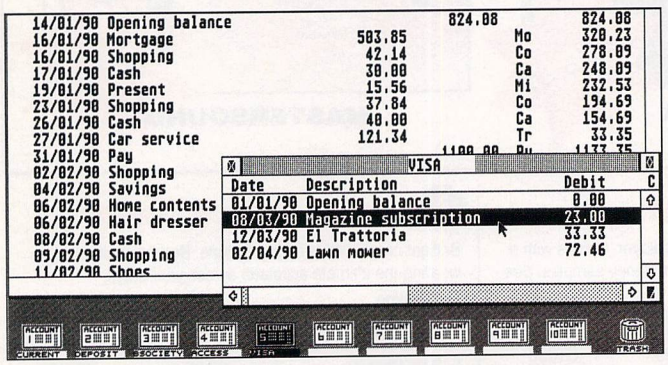
*PFM Plus* is a database program specially created to handle personal bank accounts, savings accounts, credit card transactions and similar applications. With its full GEM interface, entering new transactions is dead easy, and graphical reports can be called up instantly from the drop down menus. Standing orders can automatically be debited or credited to your account without you having to remember them, and when it's time to check the account against an official statement *PFM Plus* even works out which transactions have not yet cleared!

*PFM Plus* can work with up to ten accounts at the same time, and transfers of money between accounts are handled automatically. The program runs on all STs either with a high resolution monochrome monitor or with a colour monitor in medium resolution.

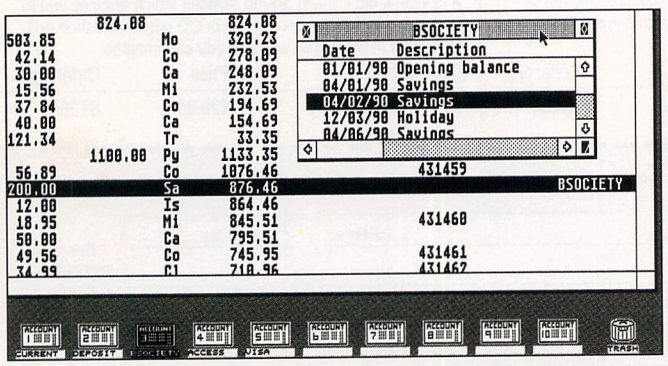
On the Cover Disk is a full manual for *PFM Plus*, which you can read on screen or print out if you're lucky enough to have a printer. But to get you started quickly, just follow these simple steps.




■ **To view the example data included on the Cover Disk with *PFM-Plus*, pull down the "File" options menu, select "load file," then double click on the file called EXAMPLE.MNY to reveal all**




■ **Simply by double-clicking on other file icons as well as the one currently active, you can have up to five accounts open at once, making it easy to compare or collate information**




■ **With a couple of windows open at once, giving you information about several accounts, you can move money around between accounts faster than you can say "The Diddy Men"**

**1** Put your back-up copy of this month's Cover Disk in your ST (you have backed it up, haven't you? See Cover Disk pages, beginning page 41, for more information). Double-click on the folder called PFM-PDEMO to open it. Inside are the following files:

| | |
|---|---|
| PFMPDEMO.PRG | The *PFM Plus* program |
| PFMP.RSC | Resource file for *PFM Plus* |
| EXAMPLE.MNY | An example account file |
| PFMP.CFG | Options configuration file |
| EPSON.PCD | Epson printer definitions |
| MANUAL.TXT | Extracts from user manual |
| README | Read this file (hence, no doubt, the name) |

**2** Run the program by double clicking on the icon labelled PFM-PDEMO.PRG. After a few seconds a dialog box appears asking you to enter today's date. Press the [Esc] key to clear the old date and enter the correct date. Then press [Return] or click on "OK."

**3** The screen now displays the *PFM Plus* desktop. Along the bottom are ten account icons and a trash can, and on the right a clock and a calculator icon. This desktop behaves similarly to the normal GEM desktop. (Icons are moveable, so you can rearrange them to taste.)

**4** Next, load the Accounts. Here's how: from the "File" menu select "Load file." Load the file named "EXAMPLE.MNY." After a few moments the first five account icons now have the names CURRENT, DEPOSIT, BSOCIETY, ACCESS, and VISA.

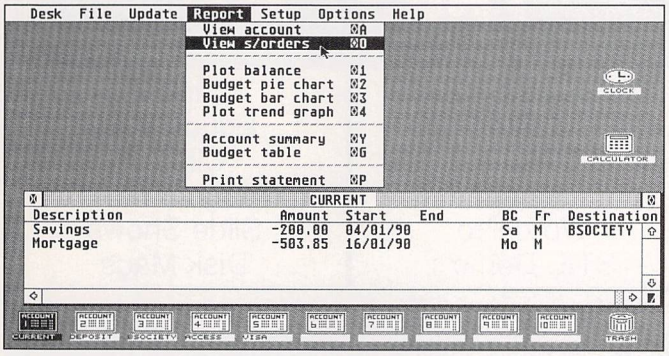
**5** Select the CURRENT account by clicking on that icon and select "View account" from the "Report" menu at the top of the screen. A window containing the account entries is displayed, and you can see a number of columns. Under these are all the financial details already entered into the EXAMPLE.MNY file.

**6** Have a good look around, and don't be afraid to experiment. You can scroll up, down and across the window, and open up windows for another Account by simply double-clicking on its icon. Five account windows can be open simultaneously, and they can be moved and re-sized on screen like all GEM windows. Now go up to the "Reports" menu and try some of the options.

**Here are some features** you can try out; just use the "Reports" drop down menu options – no typing required!

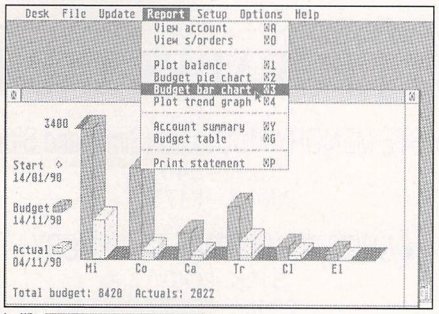
**Plot Balance** – Display a window containing a plot of the balance against time for the account named CURRENT. You soon see when the account is in credit (or when it's in the red, more likely!).

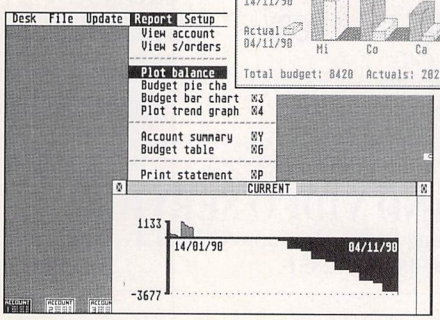
**Pie Chart** – Still in the "Report" menu, click on "Budget pie chart," the next option directly under "Plot Balance". You see a Pie chart with six dif-




**■ Among its other helpful features, the "Report" options menu makes it child's play to keep track of all your Standing Orders. No more rude letters from the finance company! (Possibly)**

**■ (Right) With the option of a pie chart or a bar chart, like this one, to keep track of your budget, at least you'll know *where* the overdraft is going...**




**■ (Left) One of the display options enables you to plot your balance over time... but with a balance like this, the only option left is to call in the Receivers**

➤ ferently shaded segments, each of which represents one budget category, making it easy to judge what gets the largest share.

**Budget Comparison Bar Chart** – Close the Pie chart window and select "Budget bar chart" from the "Report" menu. A 3D bar chart shows a pair of vertical bars for each selected budget category. Try some of the other options too.

**Starting a New File** – Don't forget that you can use this *PFM Plus* Demo to create accounts of your own, instead of using the example file provided. Select "Load file" from the "File" menu. There's a dialog box warning you that the current file has not been saved. But in this case you don't want to save it, so click on "Load."

Enter the file name "MONEY.MNY" into the file selector (the actual name is not important provided the file doesn't exist). Click on "OK" or press Return, and all existing data is cleared and the account names in the desktop icons emptied. The program is now in the same state as when it was first loaded – except that it knows the name of the new account file.

To start with, create just one account. Select "New account" from the "File" menu to display the new account dialog form. Now enter the name of the first account "BANK" on the first line of the form. The next two lines specify the size of the account in terms of the maximum number of entries and standing orders.

At this stage enter the figures 30 against "Max account entries" and 2 against "Max standing orders." Click on "OK" and the account name appears below the icon for account 1. Pretty easy, eh?

**Have a go,** and remember: you can't possibly do any harm – provided you're working from a back-up of your Cover Disk. If you really want to get stuck in, print out the manual, which details all the features of the program. Virtually all are available for you to try for free! ***stf***

**■ If you would like to order the full version of *Personal Finance Manager Plus*, turn now to our Special Offers (page 212) and buy it at the special price of £29.95 – £10 off the recommended retail price! For some more basic loading information, turn to this issue's Cover Disk pages (beginning on page 41)**

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# twilight zone

## "What I Really, Really Hate" corner

This month Ebenezer Scrooge, our Really Tight Correspondent, writes on the subject of Things What I Really, Really Hate.

"Don't throw those bones away, mother, they'll make a perfectly good soup. Oh, it's you lot. Er, harumph. Right then, Things What I Really, Really Hate.

"Here's the first Thing What I Really, Really Hate. Long letters that begin, 'I know you ask for short letters, so I'll try and keep this one really short.' (Pathetic. Short letters don't insist on telling you at great length how short they're going to be.)

"Ten pages later these letters invariably end, 'Well, I know you asked for short letters, but I think you'll agree that this one was worth reading.' How wrong can a person be? Bah, and not to put too fine a point on it, humbug.

"If you sincerely want your letter to be appreciated, restrict it to one good, solid point ('Give Ebenezer a pay rise,' for instance). Resist the temptation to add, 'Oh, and while I'm at it...' which only serves to dilute the effect of the original point.

"Second Thing What I Really Really Hate. Letters begging us to send information. Like this one from the mysteriously Christian-nameless **DT Wilson of Dungannon in County Tyrone, Northern Ireland.**

"'I am studying A-level Mathematics,' he writes, 'so what I am asking you at *STF* to do is to send me some information on different software packages available and where they can be purchased, *pleez!*'

"Despite DT Wilson being very complimentary about *ST FORMAT* – 'Congratulations are in order for the best mag out for the ST!' etc etc – we are simply not in a position to help, bah humbug, harumph.

"By all means write in and ask us to send you information. Enclose an SAE if you wish. But unless you also enclose some shillings and some pennies I'm afraid you won't get a reply. Probably not even then.

"Having said all which, next month's issue contains exactly what this gentleman is requesting. So none of your whining. Pass the gruel.

"Third thing What I Really, Really Hate. People who write virus programs. Morons.

"Fourth thing What I Really, Really Hate. People who don't hate people who write virus programs. Morons.

"Fifth thing What I Really, Really Hate. People who don't hate people who don't hate people who –" *(Yes, Ebenezer, I think that's quite enough Things What I Really, Really Hate for this month – Everyone else).*

■ **Getting Ebenezer to write Things What I Really, Really Hate has been a thoroughly depressing experience for everyone in the office. So let's have yours instead. Write to: Things What I Really, Really Hate, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW. Ebenezer has donated some dead spiders, an old soup can (Sainsbury's tomato – it dilutes much better than Heinz's, apparently) and some rotting potato peel for any entries we use, so be sure to indicate your preference.**

*If the following people could get in touch – call Steve Carey on 0225 442244 – they will learn something to their advantage... Thing is, we've stupidly managed to lose your addresses, and we have stuff for you – cheques, in one or two cases!*

*Steven Moore, N. Charley, N. Adams, D. Vincent, Saul de Jorge, R. Stenhouse, Jason Wingate, Rosham Betchoo, Peter Holland and Kevin Voller.*

## Atari: plane failing?

**A delightful little present arrived in the post the other morning from Frontier's Martin Walsh. "Aware as we are of your team's interest in everything Atari," he writes, "please find enclosed a little freebie I picked up at a recent Atari Fest in Washington. I trust it has pride of place near your heart (or waste bin!). It performs as well as an STE – which leaves much to be desired."**

**Martin was not wrong. His present was a dinky balsa-wood aeroplane, neatly emblazoned with the Atari logo ("Flying high" it lies). The thing is, the three pieces can only be put together to make a plane that would be excellent for flying round corners – if only it could fly at all.**

***Right, us lot are off to get a little better acquainted with the girls from production at the office party and breathe unpleasant fumes all over them, with any luck. We'll leave Steve Carey to write Twilight Zone and lock up (he's married anyway). See you all next month!***

## Pining for a spine line

**This month we nearly came to blows. Technical Editor Neil ("He knows his bits from his bytes") Jackson took a strong dislike to December's spine line, "A thumping good read," and was duly awarded the task of coming up with something better.**

**His sole suggestion – "Christmas is coming, the Ed's getting fat" – was ruled out on three grounds: 1) too long; 2) factually inaccurate ("fatter" would have been more apposite); and, last and as far as we're concerned very much least, 3) liable to lose him his job.**

**The end result is better, though not much (take a look and decide for yourself). So what we're doing is appealing for your help. What we need is a few really classic spine lines (maximum 35 characters), for which we will pay £10 for each one used.**

**Anagrams might be a good idea... are there any good anagrams of *ST FORMAT*, ATARI KING or BRITAIN'S BEST ST SELLER – or anything along those lines? Or something funny, or punny, or quirky, or just *anything* that makes for a cracking good spine line – or better still, a series.**

**Just think. If you hit upon a good idea and submit a dozen that get used, this could be worth (quick mental calculation) over, er, £70, probably (?). Send your inspired suggestions to: Spine Lines, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW.**

## A pride of fat cats

Blimey. "Ask," should be our motto, "and we shall receive." No sooner had we casually wondered whether anyone out there had an index of *ST FORMAT*, than lo and – to be absolutely frank about this – behold, in blows a blizzard of the buggers.

Well, a few anyway. Many thanks in particular to **John Upton of Brighton** and **Simon Greig of Lydney in Gloucestershire,** who both sent immensely useful Cover Disk indexes. Cover Disk Editor Neil ("He Edits The Cover Disk") Jackson has taken delivery of them and is currently writing a program to predict what ought to be on next month's Cover Disk*.

One of the items chalked in is **Jason King's** complete *ST FORMAT* index, in its own PD database. Jason even includes info from *ST AMIGA FORMAT*, our predecessor of beloved (but distant) memory.

Very many thanks to all those who sent indexes, partial or complete. We've used them to cross-check Jason's, so they haven't gone to waste.

**viruses not included*

# INTERPHASE: THE EXTRAS

**We sincerely hope you enjoy *Interphase* as much as we do. It's a cracking game, and well worth investing a little time exploring.**

**Indeed, we'd be very glad to hear from you if you discover some of the game's many hidden nooks and crannies. Send details – or indeed your opinions on the whole notion of having a complete game as a second Cover Disk – to: *Interphase, ST FORMAT,* 30 Monmouth St, Bath BA1 2BW. We'd also like your suggestions as to what game, if indeed any, we should aim to bring you next...**

# Next month's *STF*

It's very likely that you first opened up the cardboard box containing your brand new ST around Christmas. This year is no exception, with many, many thousands being sold around the festive season. (At least, if it *is* an exception Atari are going to be in big trouble.)

The consequence is that thousands of brand new readers are going to be picking up this magazine for the very first time. And looking for assistance.

In addition we get dozens and dozens of letters every week from people asking for the most rudimentary help. What is a root directory? they ask, and, How do you create a RAM disk? And, what the hell are those geezers at *ST FORMAT* going on about, anyway?

So next month's issue – in a newsagent near you from Thursday 10 January – is dedicated to all those readers, both new and old, to whom all this computing lark is a bit of a puzzler. It's the first computer magazine in history that can honestly claim: NO PREVIOUS EXPERIENCE REQUIRED.

Sure, we'll get a few moans from people who can program in raw machine code with one hand while soldering in a RAM upgrade with the other, at the same time as they recite the ST's memory map, complete with interfacing protocols (whatever that means).

To them we can only say, be patient. You were a learner once. And remember, the greater the number of competent ST users there are out there, the better the machine's long term future. Besides, there are really very, very few readers competent across the whole range of the ST's capabilities. Programming? Graphics? Serious/productivity software? Games? If you can seriously claim to know all there is to know about all those categories, then why haven't we had a job application from you? (See page 12, by the way.)

In short, it's "Everything you ever wanted to know about your ST but never dared to ask because you assumed everyone else knew."

So reserve your copy now, by filling in this form. Alternatively you could become one of the rapidly growing number of people who subscribe to *ST FORMAT*. Take a look at page 201 – what have you got to lose? *Au contraire,* Claude, you have £25 to gain!

Tell you what. Whichever way you make sure of next month's copy, see you here on Thursday 10 January, OK? And one more thing afore ye go: we know all about your New Year's resolution. So no slacking, OK? ***stf***

■ **As we go to press we can reveal that *STF* 18 is going to be printed just in time to be on sale at the massive Wembley Arena Computer Shopper Show, which begins on Thursday 6 December – a full week before the issue officially "hits" as it were "the streets."**

**See you there, folks!**

## Complete this form and hand it to your newsagent

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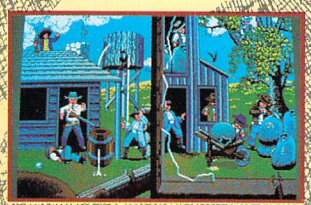
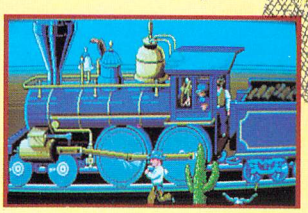
ATARI ST

...A HERO?

CBM AMIGA





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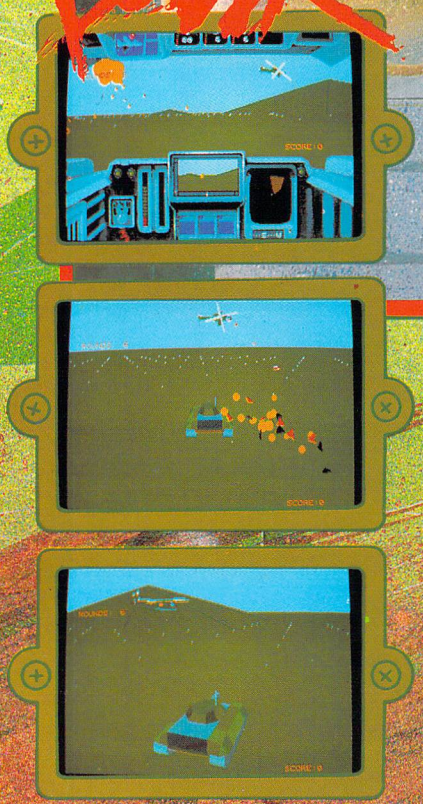
# ENTER FIRST INTO BATTLE... LAST TO LEAVE

Battle COMMAND

Battle



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Set in the near future, as an alternative reality, BATTLE COMMAND is an arcade/strategy game in which the player controls a single "MAULER" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the NEW WORLD. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

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